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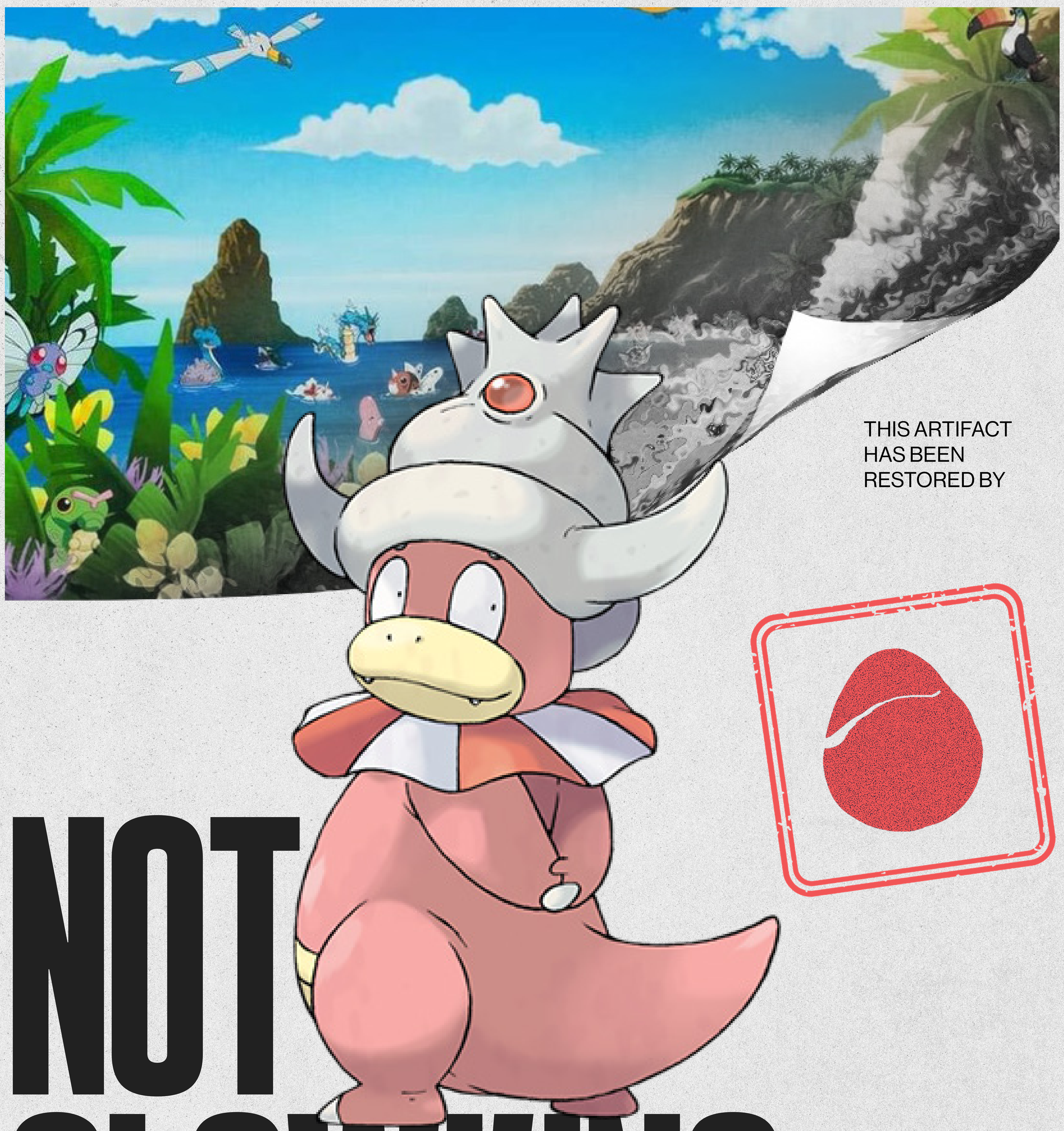

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# JOHTO

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# WHAT'S NEW IN POKéMON CRYSTAL

### New Female Character
When you start a new game in Pokémon Crystal, you can choose to play as either the hero from Gold and Silver or a new female character!

### Crystal-Exclusive Events
There are several new events in Crystal. Many involve the new character Eusine, and his quest to catch Suicune.

### Expanded Ruins of Alph
The Ruins of Alph have been expanded, and there are several new mysteries to be discovered. Have your Unown-to-English translation chart ready.

### Your Legend is Suicune
In Pokémon Silver, you could catch Lugia at Level 40. In Pokémon Gold, it was Ho-oh. In Crystal, it's a level 40 Suicune you can catch early and (relatively) easily. Later in the game, you can catch both Lugia and Ho-oh at level 60.

### The New Battle Tower
This new building West of Olivine gives you an opportunity to challenge a series of difficult opponents, *Pokémon Stadium*-style. See page 52 for details.

### New Battle Animation
At the beginning of every battle, each Pokémon has a short animation sequence.

### Different Pokémon Appearance Charts
The Pokémon that appear in each area have changed. You can catch a wider variety of Pokémon than you could in Gold and Silver. Additionally, you can win different Pokémon as casino prizes.

### Old Areas Have Been Redesigned
Many new surprises await fans of Gold and Crystal. The Ice Cave and Dragon's Den have been completely redesigned, and many other areas have been tweaked a bit.

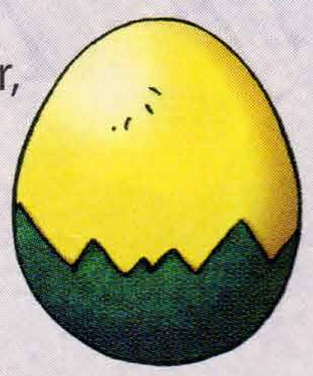
### More Element Stones
Fire, Water, Leaf and Thunder Stones were very rare in Gold/Silver. They're still hard to find, but now you can pick up a full set from trading phone numbers with friendly trainers.

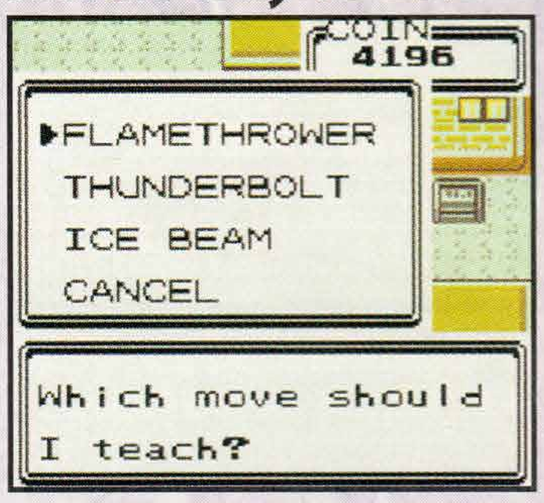
### Some Pokémon Have New Moves
A few Pokémon have new moves. Among the more significant changes: Suicune has several new moves, Eevee can learn Baton Pass, Dugtrio and Magneton get Tri Attack (finally!), Swinub and Piloswine can learn Amnesia, Sneasel can learn Metal Claw, and Cloyster and Qwilfish get Spikes.

### New PokéGear Capabilities
Your PokéGear can now receive a new radio station, and trainers will now use it to call up and offer you free items or inform you of time-specific events.

### New Trainer Battles
There are a few new trainers around, and many of the old ones have moved around a bit, so they're even harder to avoid.

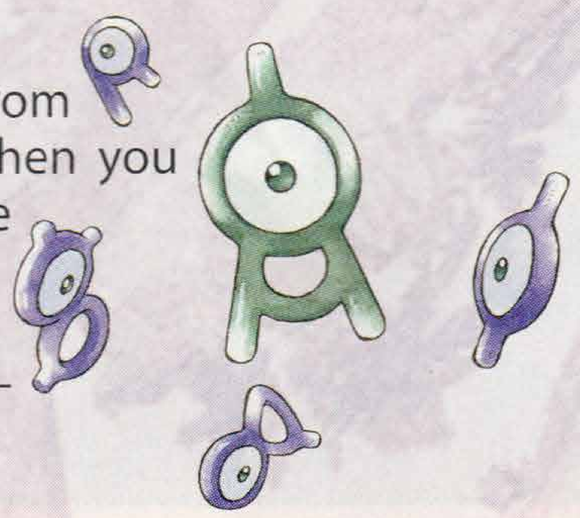
### Get a Free Pokémon Egg
When you first visit the Day-Care center, you'll be given an Odd Egg that contains a random pre-evolved Pokémon. You might score a Pichu without all the trouble of breeding one!



### A New Way to Learn Moves



This is a big feature for competitive players: most Pokémon can learn one of three powerful attacks if you pay 4,000 Casino Coins to the Move Tutor that appears in Goldenrod on Wednesdays and Sundays (but only after beating the Elite Four).

### Other Minor Alterations
There are a ton of tiny tweaks, from the signboards that appear when you cross into a new area to the bizarre little event that happens when you go to the trading room as the female character. Experiment and have fun!



# THE BASICS OF POKéMON

## The Internal Clock

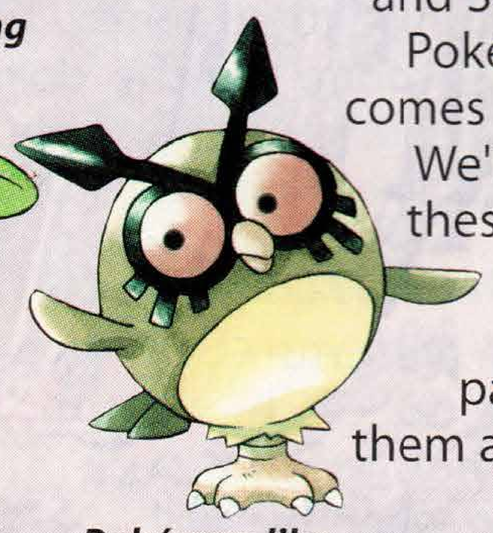
The biggest change since Red/Blue/Yellow is the addition of Morning ("Morn" in the game) and Night ("Nite"), and the days of the week. The game does not track any other date information, so there are no events that happen only in certain months, for example.

***The Day Cycle*** **-** Virtually all shops and characters can be visited at any time of day or night. The main impact of the day cycle is in the Pokémon you encounter; You'll find different Pokémon in the same areas at different times of day. This is usually only true in outside areas, but there are certain caves, dungeons and towers where this also occurs.

***Pokémon like Ledyba only come out in the Morning***

***The Week Cycle*** **-** Some events happen only on certain days of the week. For example, there is a shop that is only open on weekends; a bug-catching contest that is held only on Tuesdays, Thursdays, and Saturdays; and a Pokémon that only comes out on Fridays! We'll cover each of these events in the walk-through (beginning on page 15) and list them all in a calendar in the back of the book.

***Pokémon like Sunkern only come out in the Day***



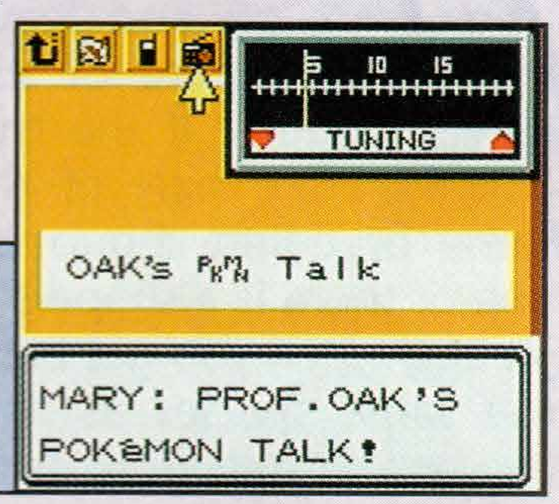
***Pokémon like Hoothoot only come out at Night***

***Certain characters can only be found one day out of the week. This field is empty every day but Tuesday, when Tuscany makes a rare appearance.***

## The Backpack and PokéGear

The new multi-compartment **Pack** in Gold/Silver/Crystal separates your items by compartments: Items, TM's/HM's, Balls, and Key Items. This makes it possible to stay organized, and eliminates the need to constantly reorganize your inventory with the Pokémon Center PC's. A very handy item.

At the beginning of the game, the **PokéGear** can be only be used as a watch and phone, but as you get new expansion cards, you can add a Town Map and Radio Features. We'll cover these in more detail in the walk-through, but the phone aspect is particularly handy. When you defeat certain trainers, you can trade phone numbers. They'll then call you to chat, challenge you, offer you free items, and tell you when and where you can catch rare Pokémon! And if you get stuck, you can always call major game characters like Professor Elm or Bill for advice.



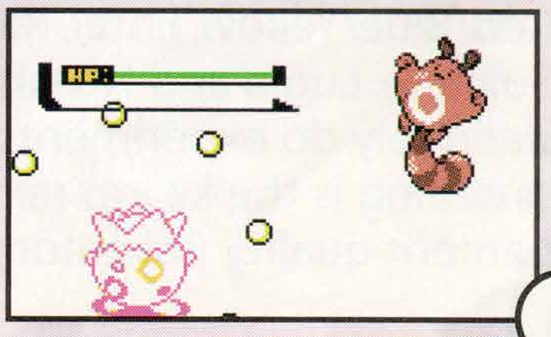

***Your PokéGear can tune into radio programs like Professor Oak's Pokémon Talk. On this program, Prof. Oak and Mary discuss which Pokémon appear in which Routes.***

## Pokémon Can Equip Items

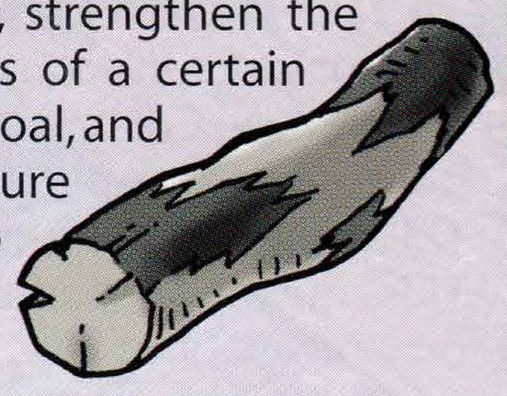
Each Pokémon can hold one item. While they can be made to hold anything, there are two types of items that will actually help them out:

***Recovery Items*** **-** There are a ton of different Berries in Gold, Silver and Crystal. The basic Berry automatically heals 10 HP when the Pokémon that holds it is wounded (and falls into the yellow zone). Other Berries will activate when the Pokémon holding them is Confused, Paralyzed, etc. Using a Berry does not cost that Pokémon a turn. You can also use them outside of battle, just like Potions or other items. Berries can't be bought, but you can find them in trees once per day, or in the possession of certain wild Pokémon.

*(continued next page)*

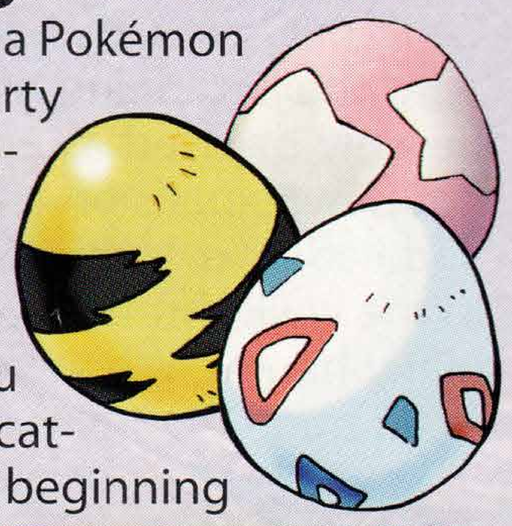


**Combat Items -** These are items that have an effect on the Pokémon that holds it, but are not used up. For example, Leftovers refills a little bit of HP every turn to the Pokémon that holds it. Other items, like Charcoal or the Pink Bow, strengthen the attack power of all techniques of a certain type (for example, Fire for Charcoal, and Normal for Pink Bow). Make sure to give these valuable items to the Pokémon they are best suited for!



## Eggs & Breeding Pokémon

Twice in Crystal you'll be given a Pokémon Egg. Put this egg in your party and go for a walk. A few thousand steps later, it will hatch into a level 5 Pokémon.



You can get more eggs by breeding the Pokémon you catch or trade for. This complicated process is covered in depth beginning on page 109 In short, it works like this: Bring a pair of opposite gender Pokémon to the Day-Care (see page 34) and leave them in the care of the elderly couple. If the two Pokémon are part of the same breeding group (or one of them is a shape-shifting Ditto), you may find an egg when you get back. The Pokémon will be of the same species as its mother, but may inherit moves and stats from its father.

You can use the breeding system to get multiple copies of desirable Pokémon like Eevee, get late-game Pokémon at low levels so you can raise them to be stronger, and pass powerful attacks onto Pokémon that couldn't otherwise learn them. It's also the *only* way to get a bunch of new "pre-evolved" Pokémon like Elekid and Pichu.

Some Pokémon pairs just won't breed, no matter how hard you try, and some Pokémon can't breed at all (that includes Mewtwo, Mew, the Legendary Birds from Red/Blue/Yellow, Entei, Raikou, Suicune, Lugia and Ho-oh). But definitely do experiment... Careful breeding is the key to raising tournament quality Pokémon.

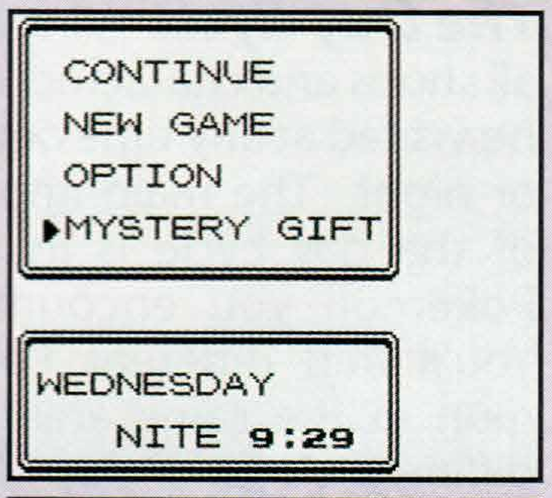
## The "Mystery Gift" Feature

If you're playing on a Game Boy® Color, you can use this new feature to get up to five free, potentially valuable items a day! To activate this feature:

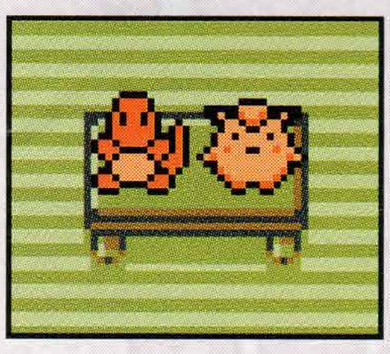
1. Play until you get to Goldenrod City (page 34), speak to the girl on the fifth floor of the Goldenrod Department Store (shown here), and save your game.

2. Find a friend who has done the same.

3. Place the Infrared Communication Ports of your Game Boy® Color systems within a few inches of each other, and choose the "Mystery Gift" option from the initial menu that appears on power up.




4. You'll each receive an item randomly selected from the Mystery Gift list! You can do this with the same friend every day (but only once a day), or with different friends up to five times a day. You can also do it with a Pokémon Pikachu™ 2 GS as often as you like. But instead of being random, the item is based on the wattage of the Pokémon Pikachu™ 2 GS.



Many of the items you'll get this way are "decorations" that you can use to customize your character's room, like the dolls shown here. But you can also get valuable items like Elemental Stones this way.

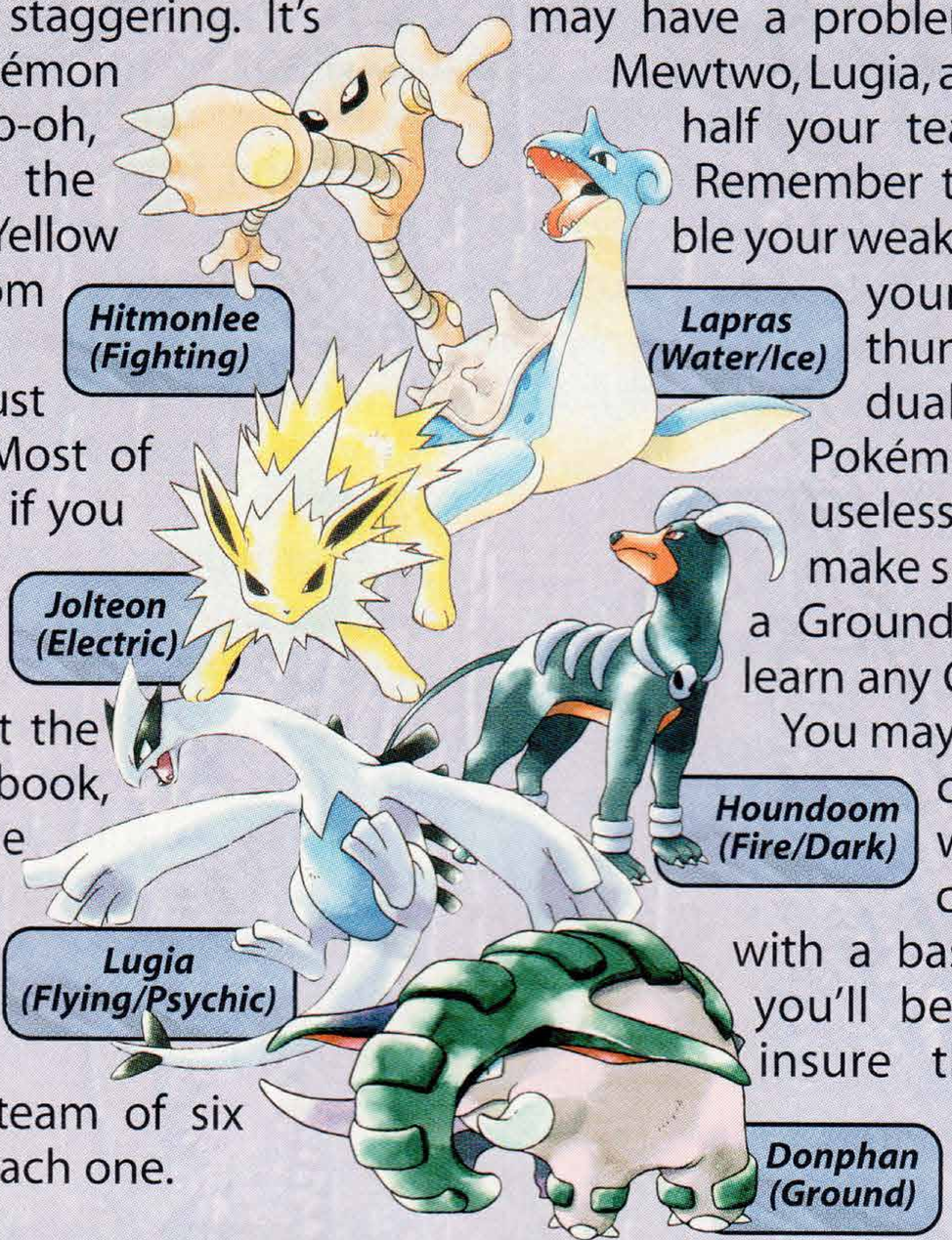
## Pokémon Swarms

Some Pokémon are virtually impossible to catch when they're not "swarming." To find out when this will happen, simply beat certain trainers as you progress (they'll be noted in the walk-through), and then trade phone numbers with them. They'll call when that area is suddenly swarming with a certain Pokémon that had been too rare to catch earlier! Note that there are only three Pokémon who swarm in the Crystal version: Qwilfish, Dunsparce, and Yanma.

## Forming a Strong Team

With 251 Pokémon to choose from, your array of options when forming a team is staggering. It's tempting to just use the best Pokémon you have--powerhouses like Ho-oh, Lugia, Mewtwo, Dragonite, the Legendary Birds from Red/Blue/Yellow and the Legendary Beasts from Gold/Silver/Crystal.

But the best teams aren't just strong, they're well-rounded. Most of the Pokémon listed above fly, so if you had a team with four or five flyers, you'd be especially vulnerable to Electric-type Pokémon. When you make a team, look at the list of types in the back of this book, and make sure you have one Pokémon that has a type advantage to each one (either it does double damage to it, or resists that type's attacks). There are 17 types, but a well-thought-out team of six Pokémon can be ready to beat each one.




Then assess your team's weaknesses. If more than two or three of them are weak to a single type, you may have a problem. For example, if you had Mewtwo, Lugia, and Gengar on the same team, half your team would be weak to Dark. Remember that dual-type Pokémon double your weaknesses in addition to doubling your strengths (a good rule of thumb is to use no more than half dual-types). And of course, a Pokémon with no moves in its type is useless, so check out the PokéDex to make sure you're not wasting time on a Ground-type Pokémon that doesn't learn any Ground-type moves.

You may want to mix up your team for certain situations, like Gyms where all the Pokémon are of a certain type. But if you stick with a basic team whenever possible, you'll be ready for everything and insure that all the EXP goes to Pokémon you'll be using for the long haul.

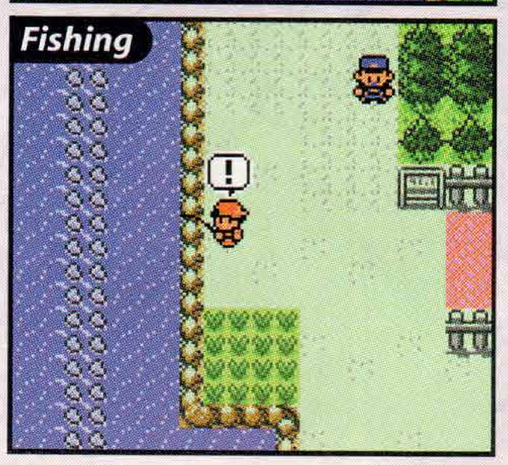
# CATCHING THEM ALL

## Catching Wild Pokémon

You'll get the vast majority of Pokémon by catching them in the wild. There are now five ways to get into random confrontations with Pokémon: Walking in grass (or in dungeons), Surfing on water, fishing, Headbutt-ing small trees, and Rock Smashing rocks.

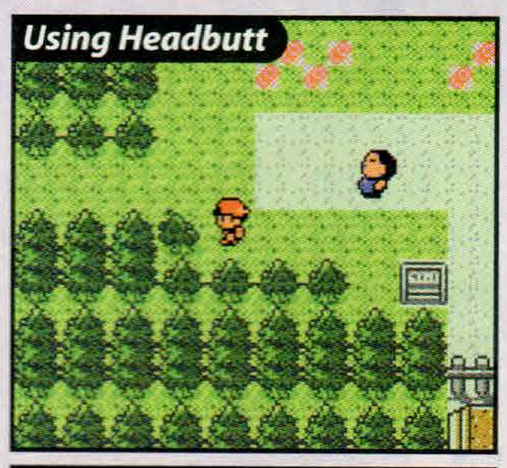
Walking in Grass

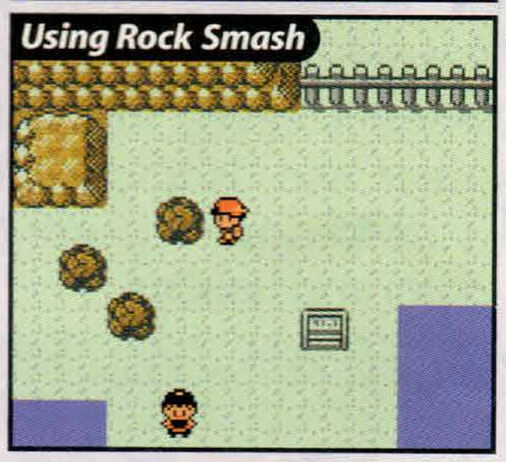
Surfing on Water


Fishing

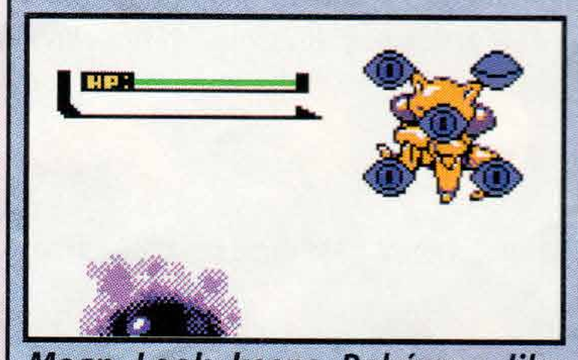
When you run into a Pokémon, the process is always the same: Weaken the Pokémon as much as you can without knocking it out, then try to catch it using a Ball. Paralyzing, Freezing, or putting a Pokémon to Sleep also makes it easier to catch (Burning or Poisoning it helps to a lesser extent).

There are a few new moves that will aid in your capturing of wild Pokémon. They include **Mean Look** and **Spider Web**, two identical moves that prevent Pokémon from escaping. This is invaluable against cowardly Pokémon like Abra and Natu that attempt to escape as soon as the battle begins. The other is **False Swipe**, an attack that always leaves the opponent with one HP, getting it as close to fainting as possible without ever K.O.'ing it. With these three techniques at your disposal, wild Pokémon are a lot easier to catch!

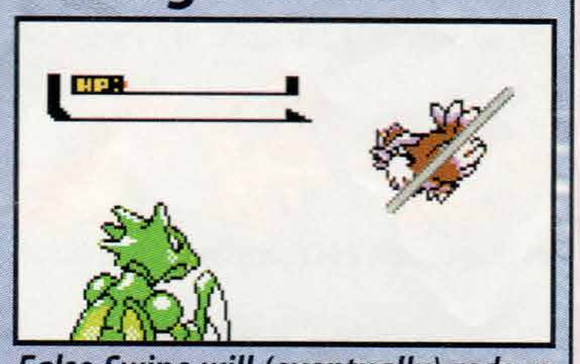

Using Headbutt


Using Rock Smash

### Good Skills for Catching Pokémon




*Mean Look keeps Pokémon like Abra from escaping, and stops certain escape moves like Teleport (but not Roar).*




*False Swipe will (eventually) reduce a Pokémon down to 1 HP, but never K.O. it. Even Poké Balls can capture 1 HP Pokémon fairly easily.*

## Catching "Unique" Pokémon

Some Pokémon do not appear randomly, but wait for you at certain places. These include Lugia, Ho-oh, Suicune (in Crystal only), Sudowoodo, Lapras, and Snorlax. Always save your game before you challenge these Pokémon--Since there's only one of them, you'll lose your only opportunity to catch it if you accidentally knock it out. Entei and Raikou are also unique, although they do wander randomly and will move away if you try to save before the fight.

## Trading for Pokémon

***Pokémon That Only Appear in Gold and Silver (These are not in Crystal)***

*#179 Mareep* *#180 Flaaffy*

*#179 Ampharos* *#203 Girafarig*

*#223 Remoraid* *#224 Octillery*

You can't catch every Pokémon in every version. The Gold, Silver and Crystal versions are each missing 28 of the 251 Pokémon. You can get 10 of these missing Pokémon by trading with other Gold, Silver, and Crystal versions. The only way to get the other 18 is to import them from a Red, Blue, or Yellow Game Pak.

***Pokémon That Only Appear in Gold, Red, and Yellow (Not in Crystal or Silver)***

*#56 Mankey* *#57 Primeape*

***Pokémon That Only Appear in Silver, Blue, and Yellow (Not in Crystal or Gold)***

*#37 Vulpix* *#38 Ninetales*

When you trade a Pokémon with someone, they still get credit for having caught it, so you may want to trade with friends for rare Pokémon like Porygon, the other two starters, Eevee forms, the other two "Hitmons," and hard-to-catch legends like Entei and Raikou.

***Pokémon That Cannot Be Caught in Gold, Silver or Crystal***

*#1 Bulbasaur #2 Ivysaur #3 Venusaur #144 Articuno #145 Zapdos #146 Moltres*

*#4 Charmander #5 Charmeleon #6 Charizard #138 Omanyte #139 Omastar #140 Kabuto*

*#7 Squirtle #8 Wartortle #9 Blastoise #141 Kabutops #150 Mewtwo #151 Mew*

## Using the Time Capsule

As you can see from the chart in the lower-left, even if you diligently trade between Gold, Silver and Crystal, you'll still be missing 18 Pokémon. To complete your PokéDex, you'll either have to trade for these Pokémon from a friend's Red/Yellow/Blue game or bring them in from your own.

That means using the **Time Capsule**. On the day after you enter Ecruteak City (see page 43), the Time Capsule in each Pokémon Center will be repaired, and you can begin trading across time. But there are conditions: You can't trade any new Pokémon (number 152 and up) into Red/Blue/Yellow, nor can you trade an old Pokémon that knows a new move. So you'll mostly end up trading freshly caught, low-level Pokémon.

## Notes About R/B/Y Pokémon

Of course, you can also use the Time Capsule to bring in old favorite Pokémon you've enjoyed journeying with in the past. But if you're interested in maxing our your Pokémon, you may want to take a close look at the PokéDex before you do so.

Virtually all of the Pokémon that were introduced in Red/Blue/Yellow have at least one new move in Gold/Silver/Crystal, and most learn their best moves many levels earlier than they did before. These changes are almost all for the better, so in most cases you're better off catching new versions of your Pokémon than importing them from your Red/Blue/Yellow game.

But there's one good reason to import old Pokémon, even if they no longer pass muster. They may come out the other end of the Time Capsule with a rare or exclusive item in their possession! For a list of the items you can get this way, check out the Item Appendix at the end of this book.

***Gastly, for example, has four new techniques and learns techniques like Hypnosis much earlier. See below for the full list.***

| Gastly's R/B/Y Move List | Gastly's G/S/C Move List |
|---|---|
| *St. Lick* | *St. Hypnosis* |
| *St. Confuse Ray* | *St. Lick* |
| *St. Night Shade* | *8 Spite* |
| *27 Hypnosis* | *13 Mean Look* |
| *35 Dream Eater* | *16 Curse* |
| | *21 Night Shade* |
| | *28 Confuse Ray* |
| | *33 Dream Eater* |
| | *36 Destiny Bond* |

# EVOLVING YOUR POKéMON

## Leveling Up Pokémon

Most Pokémon evolve into new forms as they gain experience. Since EXP can only be gained in battle, you'll need to spend many hours using your Pokémon in battle to evolve them. Pokémon that have evolved by level can occasionally be found in the wild, but they tend to be rarer and harder to catch than the base forms. They're also likely to be weaker than Pokémon hand-raised from the lowest form of evolution.

You can prevent any Pokémon from evolving this way by pressing the B Button on the evolution screen. Since evolved Pokémon learn techniques more slowly than their unevolved forms do, it sometimes pays to be patient and not evolve them until you're ready. But be aware that some Pokémon can only learn moves if you let them evolve immediately! And of course, the boost in strength that most Pokémon enjoy when they evolve is pretty tempting too.

*Pokémon like Mareep, Flaaffy (at level 15) and Ampharos (at level 31) evolve the old-fashioned way. Don't delay the process, or Ampharos will never learn its level 31 move, Thunderpunch!*

## Evolving by Trades

As in Red/Blue/Yellow, **Alakazam**, **Machamp**, **Golem** and **Gengar** can only be acquired by trading their second stage evolutions. These final evolutions never appear in the wild, so if you can't find someone to trade them to, you'll never get your hands on them. Unlike Pokémon that evolve with Stones, traded Pokémon learn the same techniques as unevolved ones, and at the same rate, so there is no reason not to trade them off as soon as you can.

## Evolving With Stones

**Thunderstone**
- #26 Raichu (from Pikachu)
- #135 Jolteon (from Eevee)

**Fire Stone**
- #59 Arcanine (from Growlithe)
- #38 Ninetales (from Vulpix)
- #136 Flareon (from Eevee)

**Water Stone**
- #62 Poliwrath (from Poliwhirl)
- #91 Cloyster (from Shellder)
- #121 Starmie (from Staryu)
- #134 Vaporeon (from Eevee)

Many Pokémon evolved with stones in Red/Blue/Yellow, and all of these Pokémon (listed here) still evolve the same way. The only problem is that Elemental Stones are still quite rare in Crystal, so you're better off importing these Pokémon from your old game whenever possible.

The **Sun Stone** is the only new stone in Gold/Silver/Crystal, and fortunately, it isn't so rare. You can earn one every time you win the Bug-Catching Contest (see page 41), and use it to evolve your Sunkern and Gloom. There are no new Pokémon that evolve with the Thunder, Fire, Water, Leaf or Moon Stones.

**Moon Stone**
- #31 Nidoqueen (from Nidorina)
- #34 Nidoking (from Nidorino)
- #36 Clefable (from Clefairy)
- #40 Wigglytuff (from Jigglypuff)

**Leaf Stone**
- #103 Exeggutor (from Exeggcute)
- #45 Vileplume (from Gloom)
- #71 Victreebel (from Weepinbell)

**Sun Stone**
- #192 Sunflora (from Sunkern)
- #182 Bellossom (from Gloom)

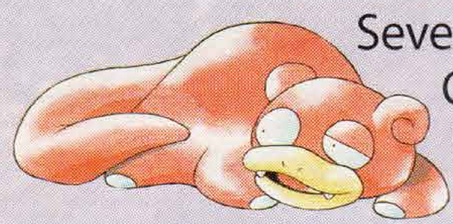
As before, Pokémon that evolve with stones may lose their ability to learn certain techniques. But this problem isn't as severe as it was in Red/Blue/Yellow, when most Stone-evolved Pokémon couldn't ever learn any new moves! You may be surprised to find even your imported, stone-evolved Pokémon like Arcanine and Ninetales suddenly learning a decent late-game technique or two.

### Some Notes About Trading

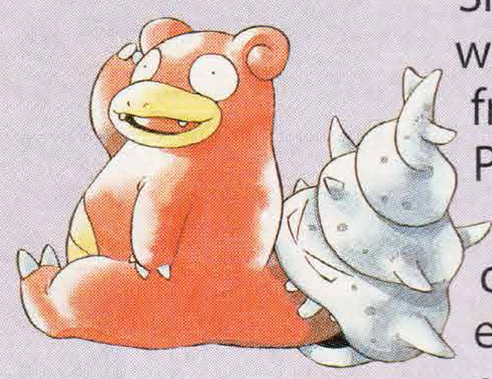
Trading is an important part of Pokémon. But keep in mind the following things when you trade:

- You DO keep PokéDex registration for having caught a Pokémon after you trade it. So by trading a Pokémon to a friend, you both get credit for having caught it, regardless of whether he/she trades it back or not.
- You do NOT get PokéDex registration for the earlier evolutions of traded Pokémon. So if your friend trades you his/her Meganium, you'll still be missing Chikorita and Bayleef. When trading rare Pokémon that evolve, trade them (and then trade them back if necessary) at every stage of their evolution.
- You'll need the appropriate Badge to control traded Pokémon. If you think you can streak through the game with your old Mewtwo, you'll be in for a nasty surprise when it just falls asleep at the start of every battle. Each Badge increases (by around 10) the level of Pokémon you can control successfully, so don't try to get ahead of things. If you're determined to cheat, you can trade your Pokémon to a friend and have him/her teach it TM's and HM's you don't have yet, and then trade them back.
- Traded Pokémon gain EXP quicker, by about 50%, so trading back and forth is a good way to level up Pokémon quickly. But beware: Traded Pokémon get fewer stat points each time they level up.

## Trading With Items



Several new Pokémon in Gold/Silver/Crystal evolve by being traded... but only if they're holding the right item! For example, if your Slowpoke is holding a King's Rock when you trade it to a friend, your friend will end up with a new Pokémon, Slowking. Many of these traded Pokémon learn different moves at different levels. For example, only Slowking can learn Snore, and it will learn Psychic six levels sooner than Slowbro, but it will not be able to learn certain Slowbro moves like Amnesia and Withdraw. But in almost all cases, your best bet is still to trade as soon as possible.



*Slowpoke becomes Slowbro at level 37, or you can trade Slowpoke with the King's Rock to evolve it into Slowking.*

## Evolving by Taming

"Tameness" was introduced in Yellow, where your Pikachu would change its facial expression based on how you treated it. Now "Tameness" is a hidden stat for every Pokémon, and it's the only way to get the evolved forms of seven Pokémon. When your Pokémon is fully "tame", it will evolve the next time it goes up a level. Be forewarned: Making a Pokémon tame enough to evolve takes days of constant pampering.

***Things that increase your Pokémon's "Tameness":***

- Using it in battle
- Leveling it up
- Giving it items to hold
- Using healing items on it
- Taking it to the Goldenrod Pokémon Salon (p. 36)

***Things that decrease your Pokémon's "Tameness":***

- Leaving it in a PC Box
- Using "Bitter" items on it
- Not healing it when sick or wounded
- Not reviving it when Fainted

*If a fully tame Eevee evolves at night, it will become Umbreon. During the morning or day, it will evolve into Espeon.*

# RAISING CHAMPION POKéMON

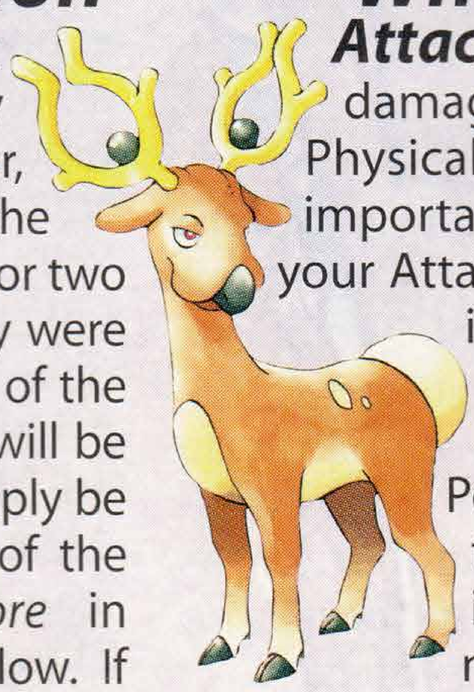
## Start With a Strong Pokémon

Any two Cyndaquil will learn the same moves at the same levels, but they may have significantly different strengths. Start a game, pick your starter, check out its stats, and then restart and pick the same Pokémon again. Odds are that at least one or two of its stats will be a bit higher or lower than they were before. So sometimes it pays to catch a number of the same Pokémon, since some will be faster, some will be stronger, some will be tougher, and some will simply be better in all categories. In fact, two Pokémon of the same species differ from each other *more* in Gold/Silver/Crystal than they did in Red/Blue/Yellow. If you're trying to raise a champion, start with champion material.

It's also important to start with a Pokémon of the lowest level possible. A level 20 Flaaffy that you evolved from a level 5 Mareep will be much stronger than a level 20 Flaaffy caught in the wild. Wild Pokémon may also have lost useful moves as they've grown–a wild Kakuna only knows how to Harden, but one you raised from a Weedle will remember how to use Tackle and String Shot.

If you really want to raise tournament class Pokémon, breed them! Pokémon raised from eggs hatched from strong parents will grow into Pokémon with even higher stats, and can learn new techniques too!

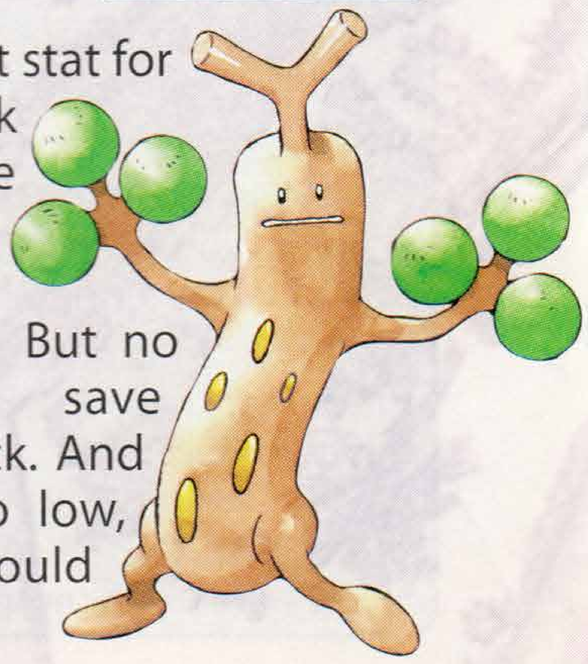
## What the Stats Mean

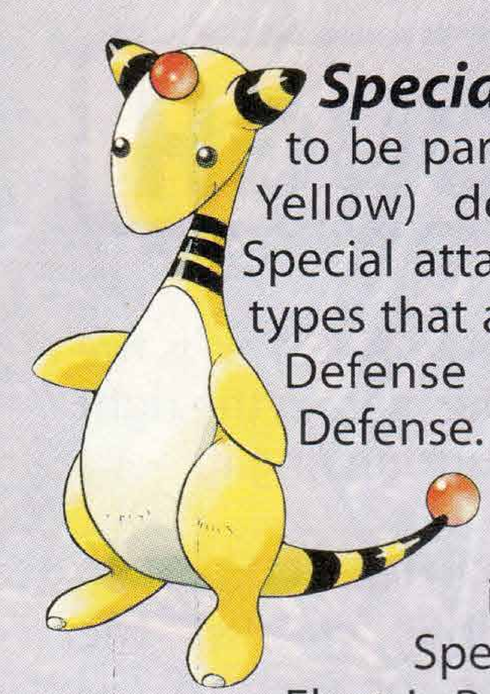


***Attack*** - This stat affects the amount of damage your Pokémon deal when they use a Physical attack (see the chart below). It's important to remember that your Attack score has no bearing on Special attacks (Fire, Water, Psychic, etc), so if your Pokémon uses mainly those types of moves, its Attack doesn't matter at all. This is the stat to watch primarily for Flying, Fighting and Normal-type Pokémon (like Stantler).

**PHYSICAL ATTACKS**
**Normal**
**Fighting**
**Flying**
**Poison**
**Ground**
**Rock**
**Bug**
**Ghost**
**Steel**

***Defense*** - This is an important stat for all Pokémon. Like most Rock Pokémon, Sudowoodo (to the right) has a very high Defense score, so most Physical attacks will barely scratch its varnish. But no amount of Defense will save Sudowoodo from a Special attack. And since its Special Defense is so low, even a weak Water attack would pose a serious threat.



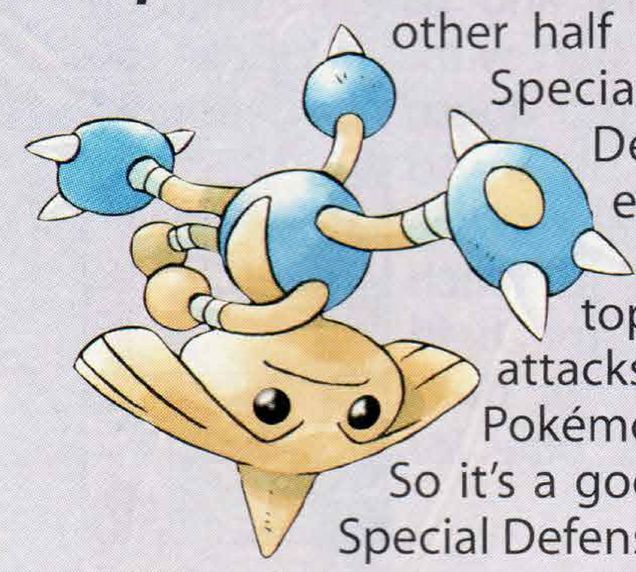


***Special Attack*** - This stat (which used to be part of the Special stat in Red/Blue/Yellow) determines how much damage Special attacks do. See below for the list of types that are affected by Special Attack and Defense instead of regular Attack and Defense.

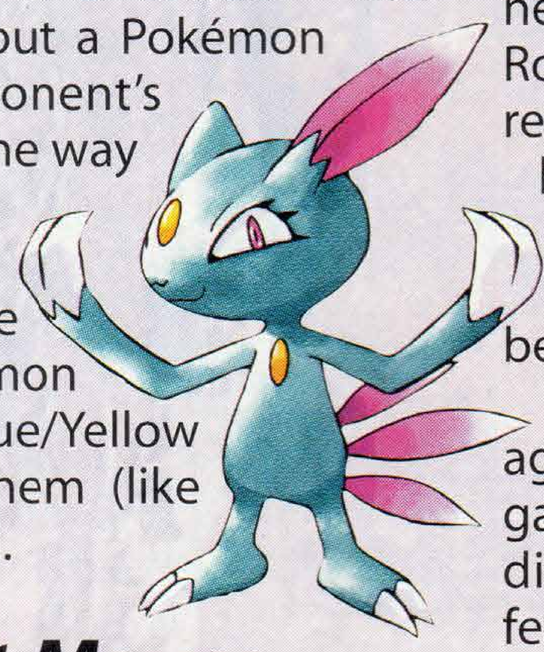
Ampharos here is slow, but it has a very high Special Attack for an Electric Pokémon, which is exactly what it needs. But this stat is meaningless for Pokémon without Special attacks.

**SPECIAL ATTACKS**
**Fire**
**Water**
**Ice**
**Electric**
**Grass**
**Psychic**
**Dragon**
**Dark**

***Special Defense*** - This is the other half of the old Special stat, and like regular Defense, it's important for every Pokémon to have a good score here. Hitmontop may not know any Special attacks, but it's just as likely as any Pokémon to be the target of them. So it's a good thing it has such a high Special Defense!



***Speed*** - Players who know how to match types to maximum effect (see next section) know that most battles don't last longer than 2 or 3 rounds. That's all the time it takes to bring out a Pokémon that's good against the opponent's type, and wipe it out. If that's the way you play (and it should be), there's no more important stat than Speed. While many of the new Gold/Silver/Crystal Pokémon are stronger than their Red/Blue/Yellow counterparts, only a few of them (like Sneasel here) have great Speed.



## Pick the Right Moves

Pokémon can naturally learn up to 12 moves, and with TM's and HM's, some can learn nearly 50! The only problem is that they can only know four at once, and once they've forgotten one, it's gone forever. So plan carefully which moves you want your Pokémon to have; just because a move is learned at a higher level doesn't mean it's better than one you already have. Check the Moves Appendix in the back of this book for detailed descriptions of each new move before you agree to learn it, so you don't accidentally cripple your Pokémon by replacing a move you need with something less effective. Make sure each Pokémon always has at least two damage-dealing attacks, and at least one with 10-20 (or more) PP.

## Using the Right Type

**What the Conditions Mean:**

***POISON*** - You lose HP each turn in battle, and every 4 steps out of battle.

***PARALYZE*** - Your moves fail 50% of the time, and speed is greatly reduced.

***BURN*** - You lose HP each turn in battle, but not outside. Attack is reduced.

***FREEZE*** - The Pokémon can't attack. It will unfreeze if hit by Fire, or at the end of battle.

***CONFUSE*** - The Pokémon will attack itself 50% of the time. Clears up when you switch Pokémon.

***FLINCH*** - If you "Flinched" before your attack, you can't attack this turn.

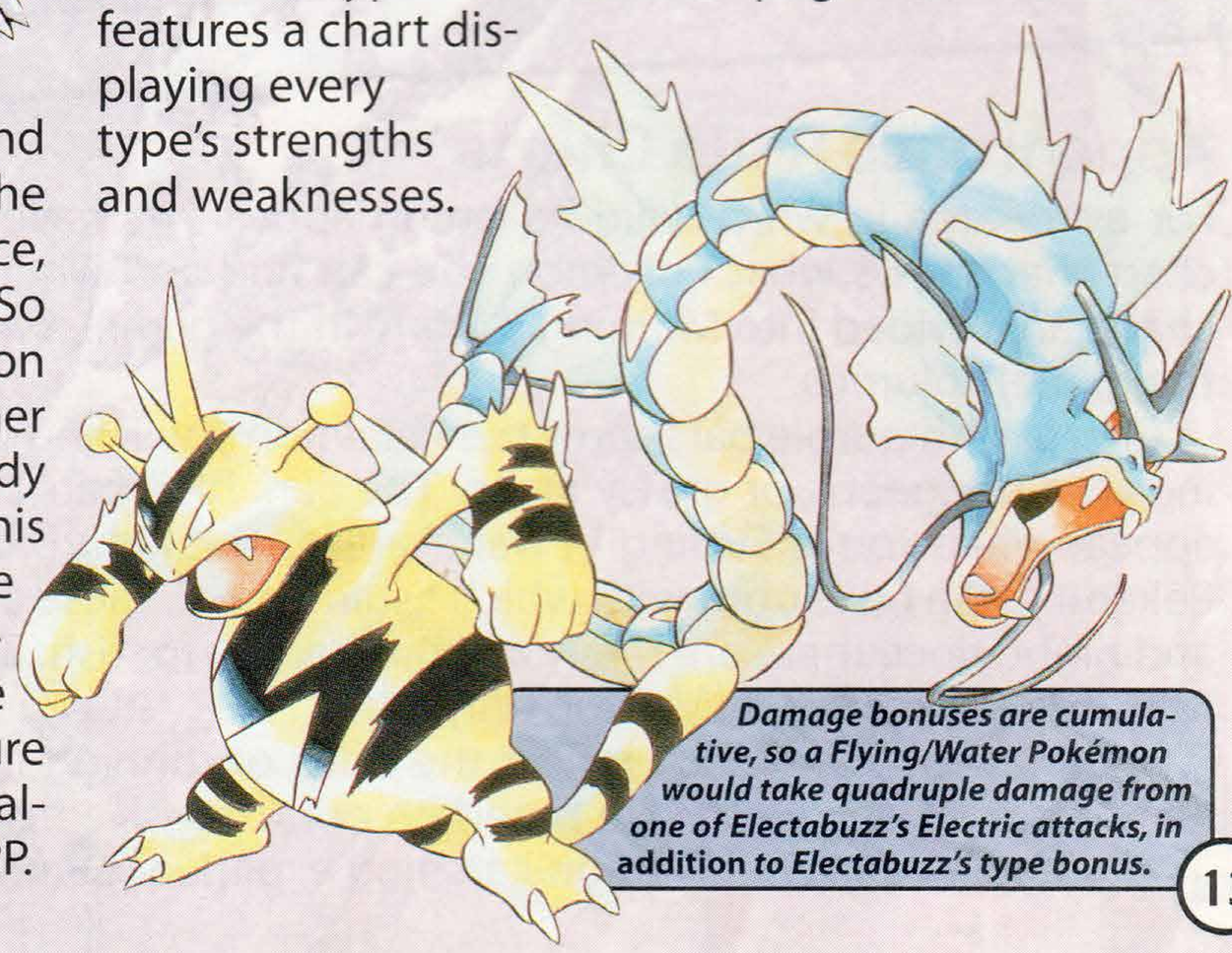
***FAINTED*** - Your Pokémon cannot be used in battle until Revived.

Perhaps each Pokémon's most important attribute is its type. As we've mentioned before, each Pokémon gets one or two types, like Electric, Psychic, Normal, etc. Each type means three things:

- That Pokémon gets a 50% bonus when using a damage-dealing move that matches its type (but NOT for Normal moves). If the Pokémon has two types, it only gets a 25% bonus in each.
- That Pokémon is now vulnerable to certain types (for example, Fire-type Pokémon will take double damage from Water-type attacks).
- That Pokémon is now protected from certain attack types (for example, Ground-type Pokémon cannot be damaged by Electric-type attacks, and will take only 1/2 damage from Poison and Rock attacks).

Remember that your Water-type Pokémon only has an advantage against Fire-type opponents if it's using Water-type attacks. Many Pokémon, like Rhyhorn, have types (Ground and Rock) that they never learn any attacks for (although they can learn Rock and Ground attacks with TM's). It's important to remember that types hurt your Pokémon as well as help: With no ability to take advantage of the weaknesses to Ground and Rock types other Pokémon may have, Rhyhorn may actually have been better off simply being Normal-type.

As you play, you'll learn which types are good against which other types. Pokémon is like a big game of Rock-Paper-Scissors, except now it has 17 different types. The last page of this book features a chart displaying every type's strengths and weaknesses.



***Damage bonuses are cumulative, so a Flying/Water Pokémon would take quadruple damage from one of Electabuzz's Electric attacks, in addition to Electabuzz's type bonus.***

# THE CRYSTAL WALK-THROUGH

## Section Divider and Map

We have divided the quest into 11 sections, lettered A-K. This is the second part of section C, the Union Cave. The map to the right shows the area surrounding it.

## Pokémon Trainer Rosters

Whenever possible, we list the names and rosters of each of the trainers you'll face on your quest. Match the number of each trainer to its spot on the map, and you can get a good idea of whether it's a battle you can win, and which Pokémon you should start with. If it looks too tough (or it just doesn't pay enough) you can simply try to avoid that trainer. The colors differ for each area: Green for field trainers, grey for dungeon trainers, blue for gym trainers.

| 3 | Benjamin ₽512 |
|---|---|
| Diglett | Level 14 |
| Geodude | Level 14 |
| Dugtrio | Level 16 |

## Indicators on the Area Map

Red and white bubbles like (Great Ball) list the items that can be found in the Poké Balls on each map, so you know if they're worth the detour. Small letters like Ⓐ tell you where each staircase leads, and large ones like C will direct you to text comments elsewhere on the page. Numbers like ③ mark the locations of trainers you can fight.

## Pokémon Profiles

The first time each basic (unevolved) Pokémon appears in the Crystal version, we have a profile telling you a bit about their abilities.

## Appearance Ratio Charts

For every area in which wild Pokémon appear, we have an appearance ratio chart that shows what Pokémon you can find and when they appear. These charts are divided into Morning ("Morn" in the game), Day, and Night ("Nite" in the game) columns.

Charts with purple bars show the Pokémon you'll find when walking around in caves, dungeons, or grassy areas. The dark blue bars show which Pokémon appear while you're Surfing in water areas. The light blue charts show which Pokémon can be caught with which fishing rods. These are not divided by day and night, since there are rarely any differences for fish. This data is applicable to the Pokémon Crystal Version only.

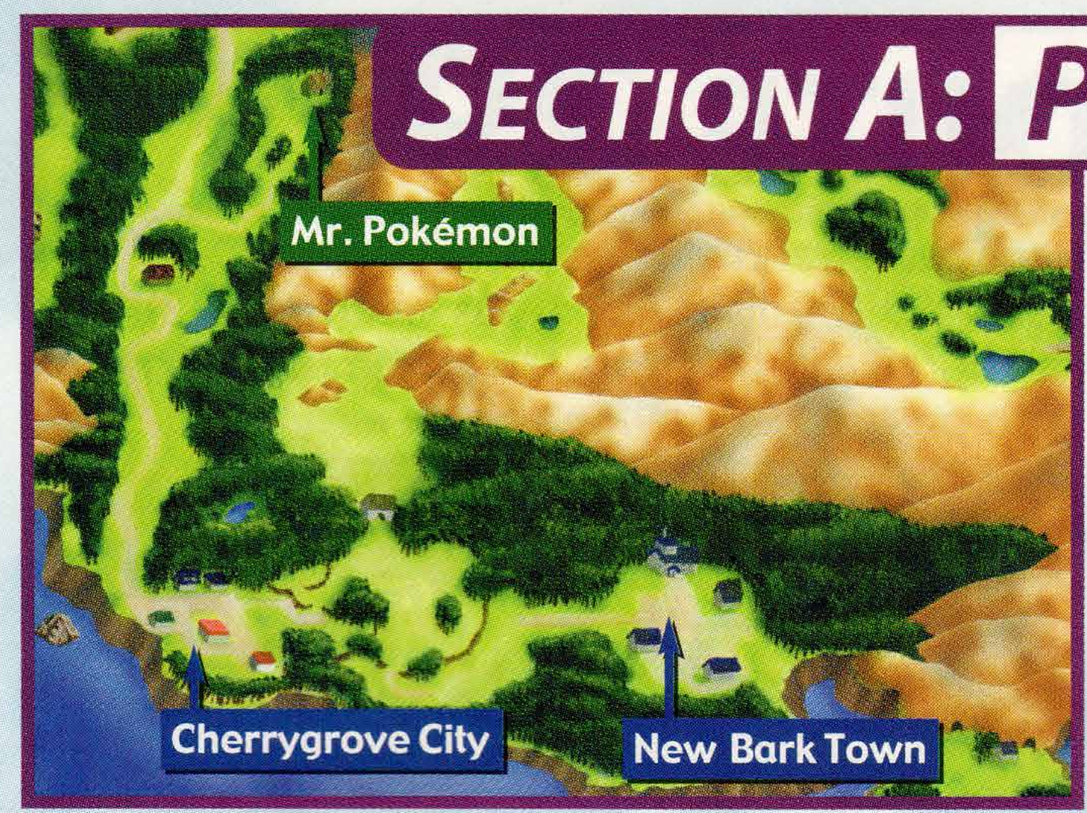
The percentages, which reflect the odds of running into each Pokémon in any random encounter, are based on our extensive testing, and are not official statistics. Your Pokémon-catching experiences may differ.

| Union Cave | Morning | Day | Night |
|---|---|---|---|
| Sandshrew | 10% | 20% | - |
| Rattata | 20% | 20% | 50% |
| Geodude | 30% | 30% | 15% |
| Onix | 10% | 10% | 10% |
| Zubat | 30% | 20% | 15% |
| Wooper | - | - | 10% |

| Union Cave Surf Chart | Morning | Day | Night |
|---|---|---|---|
| Wooper | 20% | 20% | 20% |
| Quagsire | 80% | 80% | 80% |

| Union Cave Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 80% | 20% | 20% |
| Goldeen | 20% | 80% | 75% |
| Seaking | - | - | 5% |

# SECTION A: PROFESSOR ELM'S ERRAND




***Pick your starter, than head northwest through Cherrygrove City and Routes 29+30 in search of "Mr. Pokémon," who Professor Elm has directed you to find. You'll see a handful of new Pokémon along the way, but until you complete this errand, you won't be able to catch any of them.***

# NEW BARK TOWN section A-1

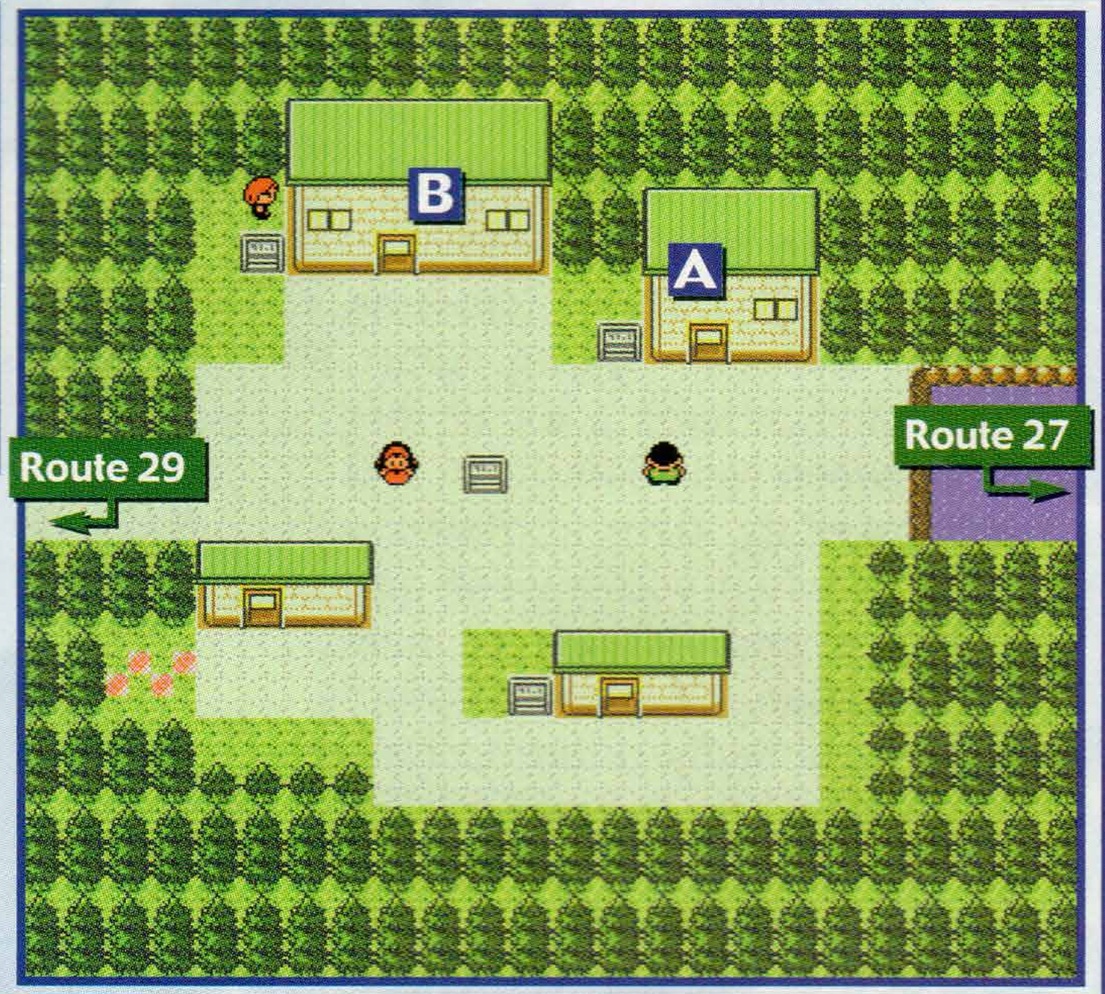
**A Set up your PokéGear** When you head downstairs, Mom will present you with a **PokéGear**, a new item that will aid you in your quest. At this point it can't do anything more than tell time and call home, but as you progress, you can gain Cards that expand its abilities.

## B Visit Professor Elm

Professor Elm, busy with his studies, wants you to find an old colleague of his. It's a tough journey, but Prof. Elm will provide you with a Pokémon of your choice (see the profiles below) for protection. These three starters can be found nowhere else in the game.

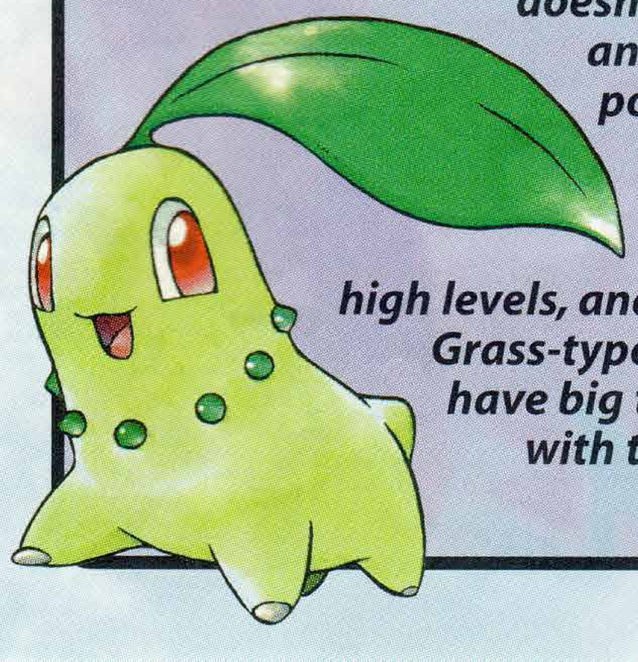
When your Pokémon gets wounded, you can heal it here in Prof. Elm's lab. And make sure to grab a **Potion** from his aide as you leave!

*Who's spying on Professor Elm? You'll find out soon.*



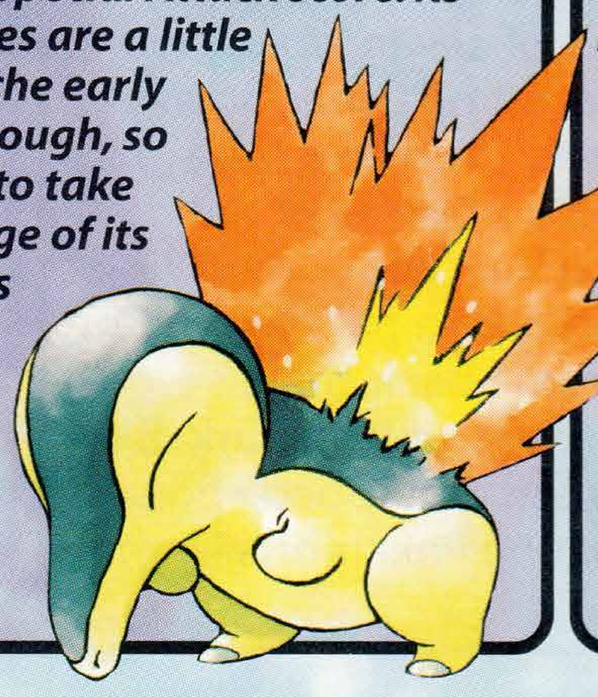

## Chikorita

***Chikorita learns the powerful Razor Leaf attack at level 8, making it a very strong Pokémon in the early game. But Chikorita doesn't learn any other powerful moves until very high levels, and being Grass-type, it will have big trouble with the first gym.***



## Cyndaquil

***While Chikorita excels in Defense, Cyndaquil is the quickest and has the best Special Attack score. Its Fire moves are a little weak in the early game, though, so it's hard to take advantage of its strengths at the beginning of the game.***



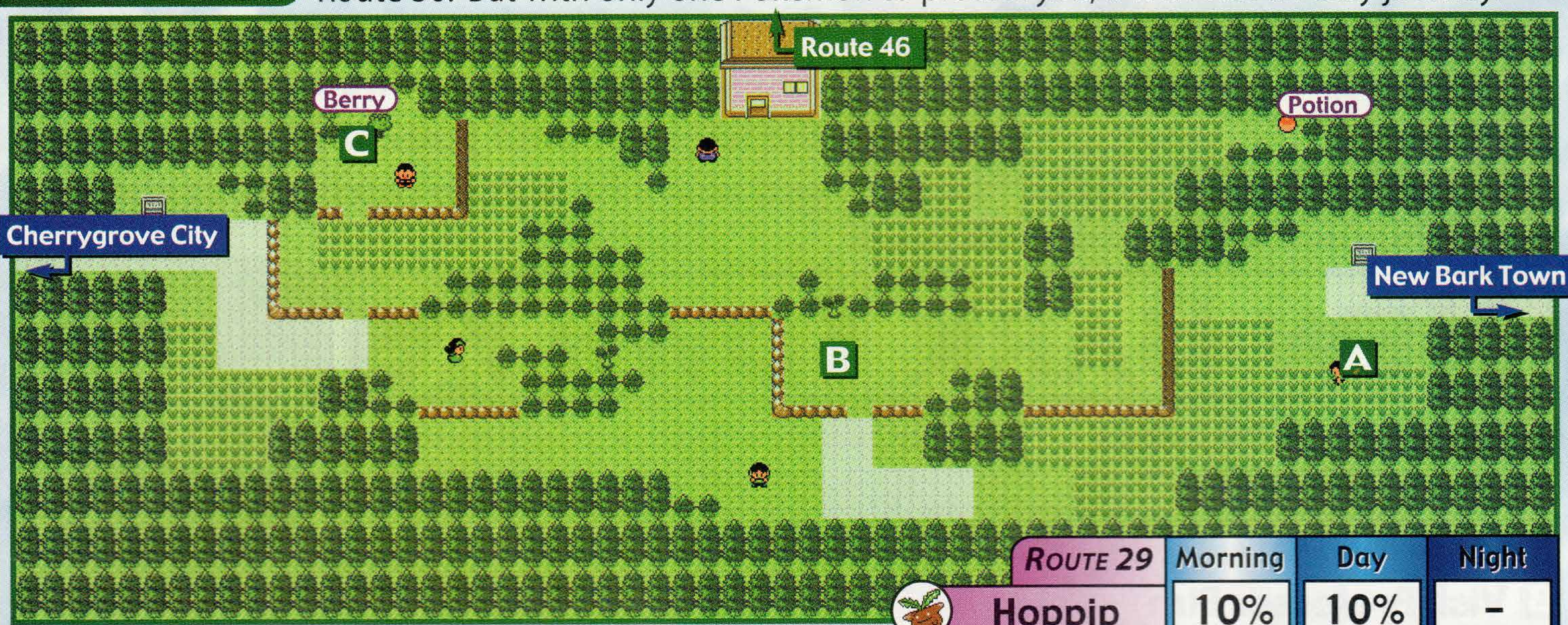
## Totodile

***Totodile learns a variety of strong attacks, but only a few Water ones. That's just as well, since its Attack is higher than its Special Attack. Totodile is probably the strongest starter, but Water-type Pokémon are much more common than Grass or Fire Pokémon.***

section

# A-2 ROUTE 29

To get to Mr. Pokémon and complete your errand, first head west out of New Bark Town. Take the long way through Route 29 (through the grass near point B), pass through Cherrygrove City, and take a short walk north to Mr. Pokémon's home on Route 30. But with only one Pokémon to protect you, it won't be an easy journey.




| ROUTE 29 | Morning | Day | Night |
|---|---|---|---|
| Hoppip | 10% | 10% | - |
| Sentret | 30% | 40% | - |
| Pidgey | 50% | 40% | - |
| Rattata | 10% | 10% | 30% |
| Hoothoot | - | - | 70% |

## A The Adventure Begins

You can only be attacked in overworld Routes when crossing through the tall green grass. Unfortunately, there's a lot of that grass between New Bark Town and Cherrygrove City, so run from strong opponents when you're weak and use Berries and Potions to heal when necessary. If your Pokémon gets hurt too badly, return to New Bark Town and heal at Prof. Elm's lab.

There's a wide variety of Pokémon on Route 29, and you'll note that the Pokémon you encounter change based on the time of day. But without any Poké Balls to capture them in, your only choices are to fight or run.

## C Pick Your First Daily Berry

These bulbous trees contain one of a variety of berries that can be used or equipped by your Pokémon (select a Pokémon in your party and choose Item). The **Berry** found in this tree will recover 10 HP to a wounded Pokémon.

They grow back every day, so if you come back tomorrow, a fresh berry will be waiting.

## B Calendar Event #1: Tuesday's Child

In this spot, you'll find the first of seven siblings who each appear at one spot in Johto, on one specific day of the week. Tuscany here ***only appears on Tuesdays***, and only after you beat the Gym in Violet City. It can be a pain to remember to come back, but it's worth it: She gives you a **Pink Bow** that, when equipped, powers up all of one Pokémon's Normal attacks.

## Sentret

***Sentret is a must-catch Pokémon. Its stats are good and it has some nice attacks, but its true strength lies in its versatility. Sentret can learn HM 01 (Cut), HM 03 (Surf), and once it evolves into Furret at level 15, HM 04 (Strength). With these moves and strong attacks like Slam to back them up, Sentret is a swiss-army knife of a Pokémon that can handle a variety of obstacles and put up a good fight on the battlefield.***

## Pidgey

Pidgey's moves have been tweaked a bit in Gold, Silver, and Crystal: It now starts with Tackle but doesn't learn Gust until level 9. It's still the easiest Flyer to capture, but definitely one of the weakest. Pidgey evolves into Pidgeotto at level 18, and Pidgeot at level 36.

## Rattata

Rattata is a strong attacker, easily the quickest and deadliest of the early Pokémon. It learns its moves a bit earlier than it did in Red/Blue/Yellow, and has one new late-game move, Dark-type Pursuit. Of course, Rattata will likely have outlived its usefulness by then.

## Hoppip

Hoppip is the youngest of a new family of Grass/Flying Pokémon. It starts with the powerful healing move Synthesis, but doesn't learn many direct attacks–just Tackle at level 10 and Mega Drain at level 30. If you want to use this Pokémon offensively, you'll probably need to use some TM's.

## Hoothoot

This Normal/Flying-type Owl only appears at night. Hoothoot and its evolved form, Noctowl, learn a few standard attacks, and get a couple of interesting Psychic abilities. At high levels, they can learn both parts of the life draining Hypnosis/Dream Eater combo.

# CHERRYGROVE CITY section A-3

### A Take the Cherrygrove City Tour

The old man who greets you at the entrance to the city will offer to "teach you a few things". Politely agree, whether you're interested or not, as he'll give you the handy **Map Card** for your PokéGear when the guided tour is over. Now you can view the World Map at any time!

### B Pokémon Center

You'll definitely want to stop at the Pokémon Center to get your Pokémon healed up for the journey ahead. But all of the Pokémon Center's other functions (like trading with your friends) are currently under adjustment.

### C Poké Mart

The shop next door can sell you some useful supplies, but is currently sold out of Poké Balls. You'll have to come back and stock up after you've finished Professor Elm's errand.

| Poké Mart | |
|---|---|
| POTION | 300 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| POKé BALL | 200 |

section
# A-4 ROUTE 30

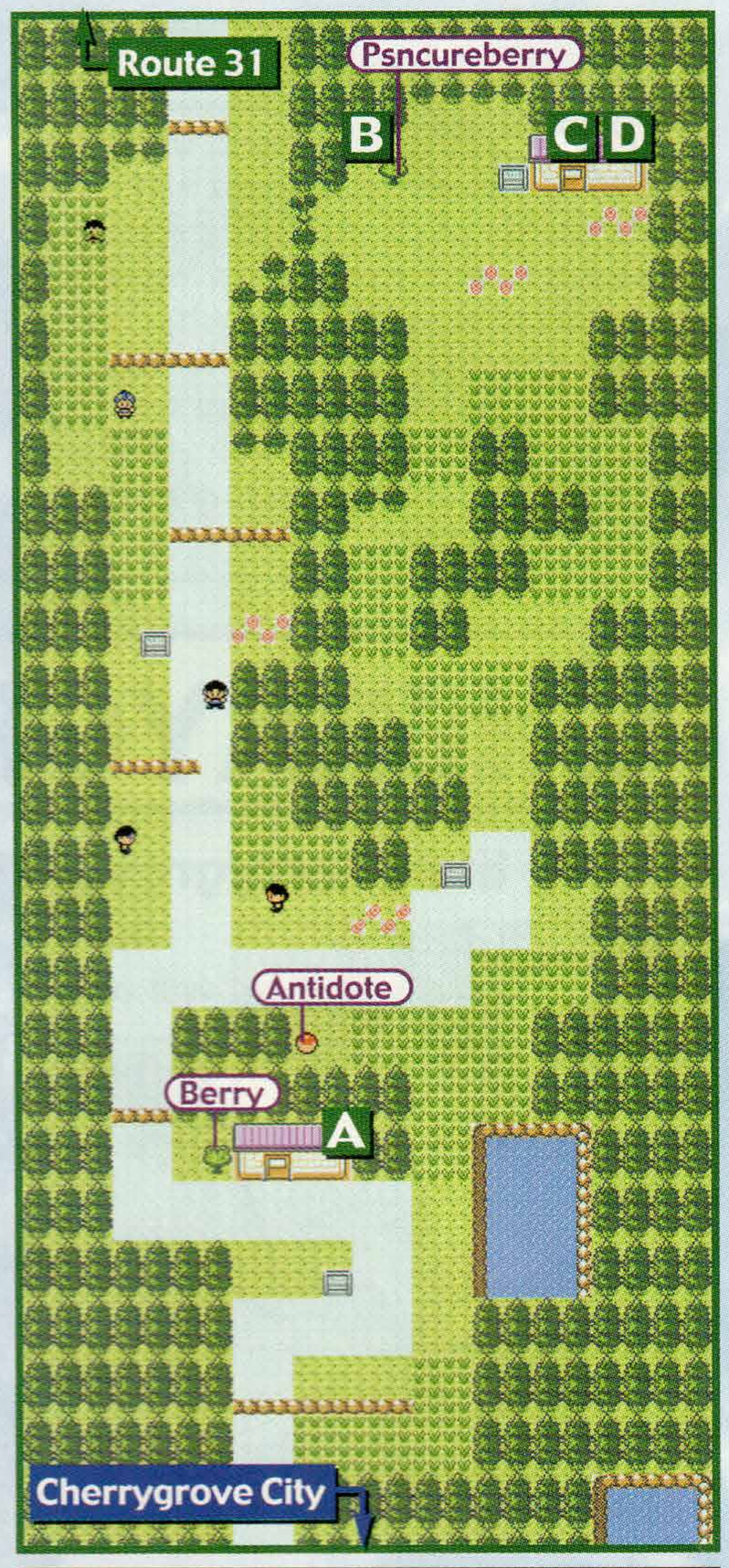
## A B Grab More Free Berries

The guy in this house can tell you about the Berry trees, and he'll give you a **Berry** for the road. You can get another Berry from the tree outside, and there's an **Antidote** just to the north.

Cut north through the grass and stay on the right path to get to Mr. Pokémon's house. Before you go in, grab the **Psncureberry** at Point B. With poisonous Weedle lurking about, you may need it.

## C Mr. Pokémon's House

The old man you've been sent to visit has a houseguest: Good ol' Professor Oak! He'll give you a **PokéDex**, and Mr Pokémon will give you what Professor Elm sent you for: the **Mystery Egg**. As soon as you leave, Professor Elm will give you a call on your PokéGear and summon you back to New Bark Town.

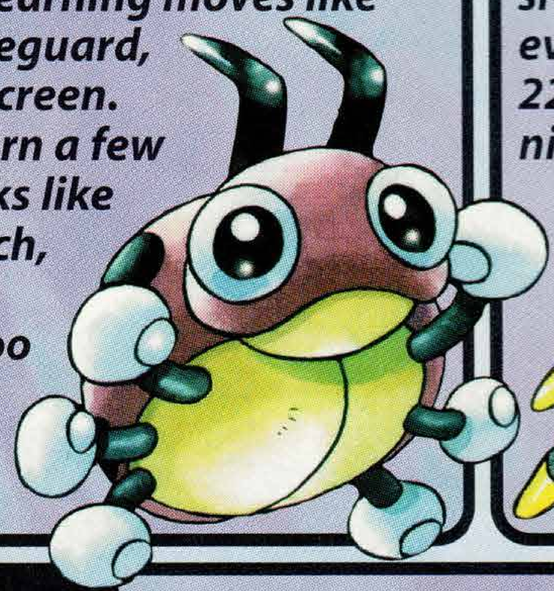



## D Come Back for the EXP Share

When you get the Red Scale at the Lake of Rage (see page 60), come back to Mr. Pokémon's house to trade it for an **EXP Share**. This item gives the Pokémon that holds it a share of the EXP earned in each fight, even if it doesn't join in combat!

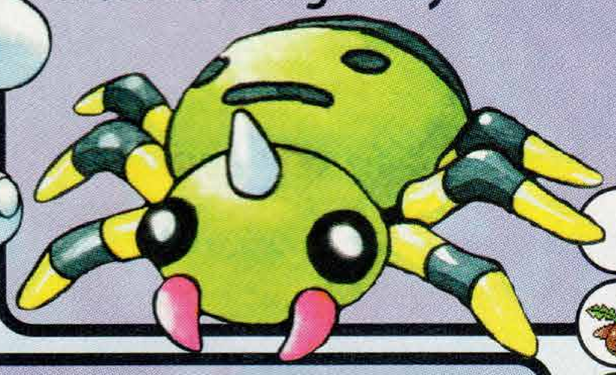
### Ledyba

*You'll have to wake up early to catch a Ledyba. Bug/Flying-type Ledyba and its evolved form Ledian are primarily defensive Pokémon, learning moves like Reflect, Safeguard, and Light Screen. They do learn a few early attacks like Comet Punch, but their Attack is too low to put them to good use.*



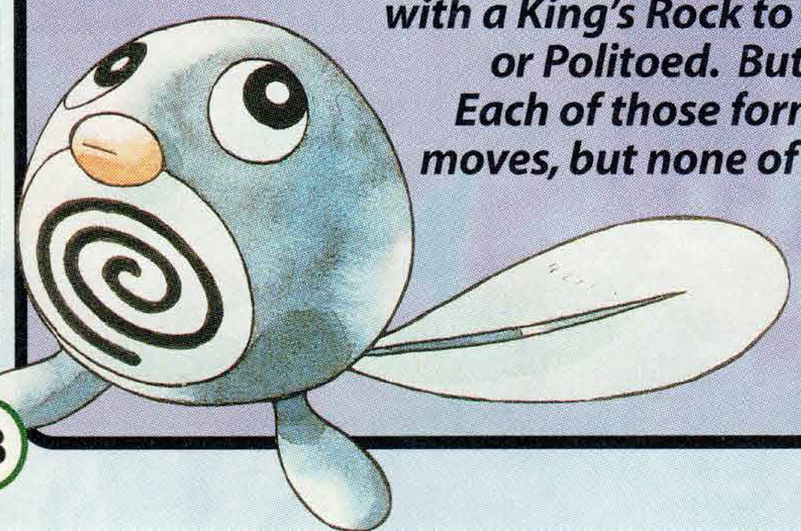
### Spinarak

*Spinarak is a nocturnal Pokémon with a good variety of Poison, Normal, Bug, Ghost and Psychic attacks. One move exclusive to this Pokémon and its evolved form (Ariados at level 22) is Spider Web, a useful technique that prevents Pokémon from running away.*



### Poliwag

*Poliwag are very common in Crystal, appearing at night in several overworld routes. Poliwag isn't too impressive by itself, but if you evolve it into a Poliwhirl you can then use a Water Stone or trade it with a King's Rock to get a powerful Poliwrath or Politoed. But don't evolve it too early: Each of those form can learn two exclusive moves, but none of them are anywhere near as good as the Hydro Pump that Poliwag and Poliwhirl would learn if you didn't evolve them until much later.*



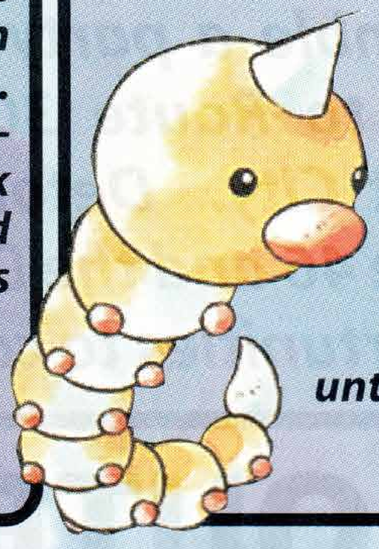
| ROUTE 30 | Morning | Day | Night |
|---|---|---|---|
| Ledyba | 12% | - | - |
| Hoppip | 4% | 16% | - |
| Pidgey | 40% | 40% | - |
| Weedle | 4% | 4% | - |
| Caterpie | 40% | 40% | - |
| Spinarak | - | - | 8% |
| Zubat | - | - | 16% |
| Poliwag | - | - | 16% |
| Hoothoot | - | - | 60% |

## Caterpie

This Bug Pokémon reaches its highest form, Bug/Flying Butterfree, at level 10. The speedy evolution is nice, and Butterfree is useful for a while after it learns Confusion at level 10. Unfortunately, its awkward mix of types and lack of other good early moves makes it a poor long-term choice.

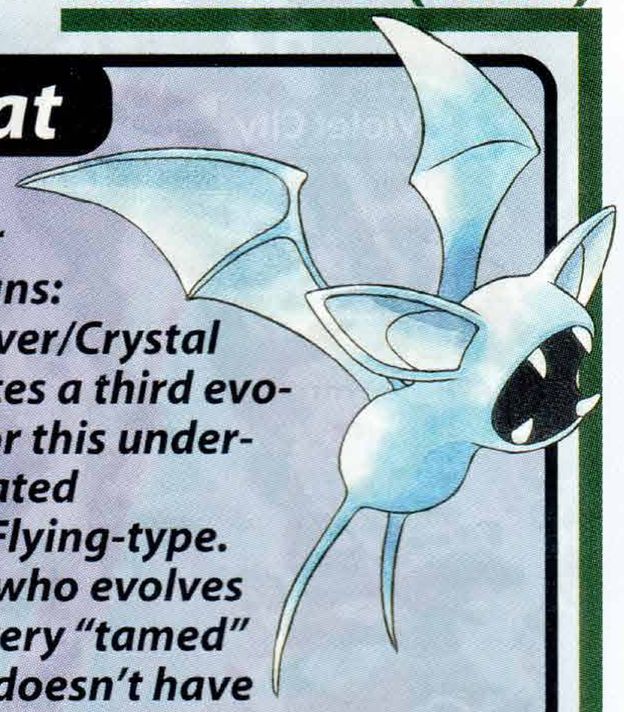
## Weedle

Like Caterpie, Weedle evolves into its final form at level 10. That Pokémon, Beedrill, actually gets a handfull of strong moves: Fury Attack at level 10, and Twineedle, Pursuit, and Pin Missile later on. Beedrill is hardly the game's best Bug Pokémon, but it will hold you over until you get a Scyther.



## Zubat

Big news for Zubat fans: Gold/Silver/Crystal introduces a third evolution for this under-appreciated Poison/Flying-type. Crobat, who evolves from a very "tamed" Golbat, doesn't have any new moves, but it can learn Fly, and is much quicker than Golbat.



# BACK TO NEW BARK TOWN section A-5

### Beware: An Ambush Awaits!

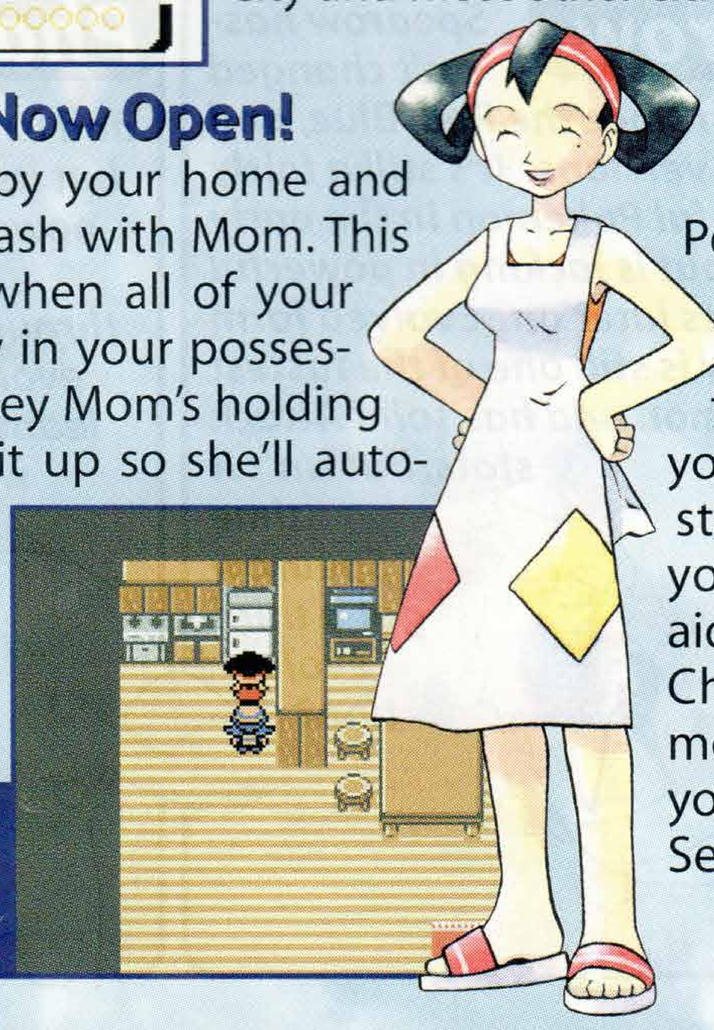
If your Pokémon is wounded, get it healed in Cherrygrove City. When you head towards New Bark Town, you'll be ambushed by a mysterious trainer who got his hands on one of Prof. Elm's Pokémon: Totodile if you chose Cyndaquil, Chikorita if you chose Totodile, or Cyndaquil if you chose Chikorita. Since your rival's Pokémon will always have the Type advantage, you'll need a good plan or a high level Pokémon to win (equipped healing items help too).

### Bring the Egg to Prof. Elm

While the police investigate the theft of the Pokémon, give Professor Elm the Egg. As you leave, his assistant will give you your first **Poké Balls**. You can now buy them in Cherrygrove City and most other cities as well.

### The Bank of Mom is Now Open!

You may want to stop by your home and leave some of your extra cash with Mom. This keeps you from losing it when all of your Pokémon faint (the money in your possession is halved, but the money Mom's holding is not). You can even set it up so she'll automatically take a cut every time you earn money from other trainers. You can also bank by phone–just give her a call!



*Sometimes Mom spends your money on items and decorations for your room. You can collect them by accessing your computer account.*

### Go Out and Catch Some Pokémon!

If you're new to the Pokémon series, this guy on Route 29 will show you how to use Poké Balls. If you're an old pro, just start using the balls you got from Elm's aide, and then head to Cherrygrove City for more. At the very least, you'll want to catch a Sentret.

# Section B: The Zephyr Badge

***The first step of your quest to become a Master Trainer is conquering the Gym in Violet City and earning the Zephyr Badge. Assemble a party of Pokémon and head back to Route 30, then continue on to Violet City. Detours along the way, like Route 46 and the Dark Cave, present great opportunities to catch rare Pokémon.***

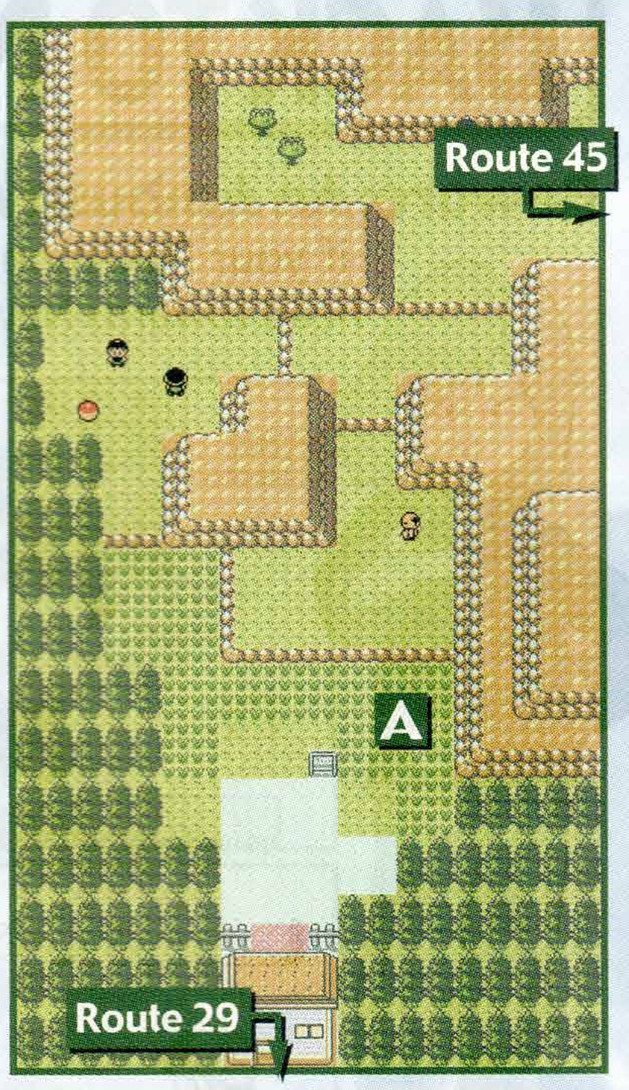
section

## B-1 Route 46

### A Catch an Early Phanpy

In our Gold/Silver guide, we didn't cover Route 46 until much later in the game. But there's good reason to visit it early in Crystal--You can now catch a Phanpy here! They're very rare, and only appear in the mornings, but they're definitely worth the trouble. A Phanpy raised from level 2 will grow up to be an unusually powerful Donphan, the best Ground-type Pokémon in the game! You can also catch Geodude and Spearow here, and unlike Phanpy, they're very easy to find.

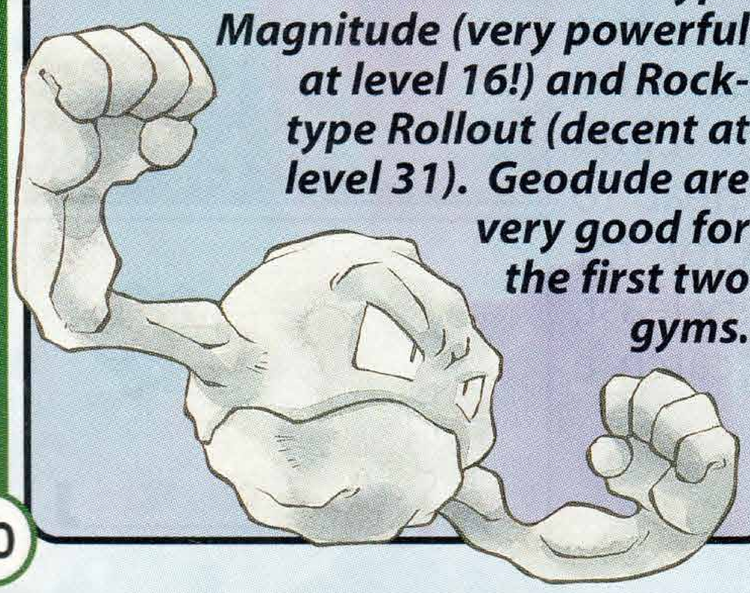
To get to Route 46, head through the building shown above in the north part of Route 29.




| Route 46 | Morning | Day | Night |
|---|---|---|---|
| Phanpy | 5% | - | - |
| Spearow | 25% | 30% | - |
| Geodude | 45% | 30% | 40% |
| Rattata | 25% | 40% | 60% |

### Geodude

***Now that there are new Rock and Ground techniques, release your old Red/Blue/Yellow Geodude, Graveler, or Golem and start from scratch with a new one from Gold, Silver or Crystal. Geodude can now learn great new attacks like Ground-type Magnitude (very powerful at level 16!) and Rock-type Rollout (decent at level 31). Geodude are very good for the first two gyms.***

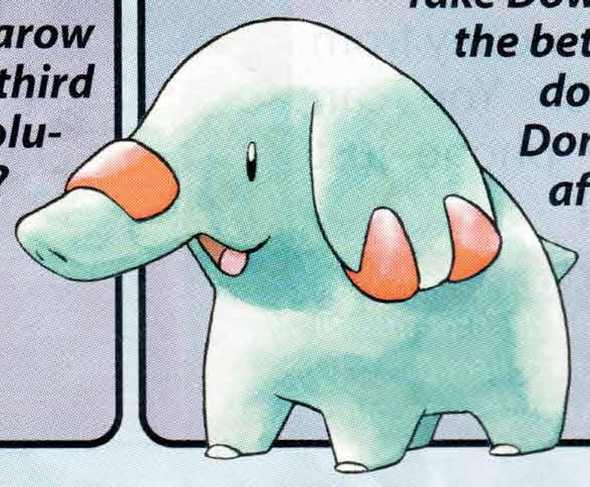


### Spearow

***Spearow hasn't changed much since the Red, Blue, and Yellow versions. It's still a fairly useful Pokémon in the early game, but is lacking in powerful techniques later on. Evolved form Fearow is still one of the fastest Pokémon and has solid Attack stats, but isn't it time Spearow got a third evolution?***

### Phanpy

***Phanpy learns moves slowly and isn't anything special by itself, but its evolved form Donphan is a powerful fighter with HP, Attack, and Defense stats that are through the roof. Note that if you evolve Phanpy at level 25, it will learn Fury Attack. If you don't, it will learn Take Down instead. Take Down is probably the better move, but do evolve it into Donphan shortly after that, since Phanpy can't learn Earthquake.***

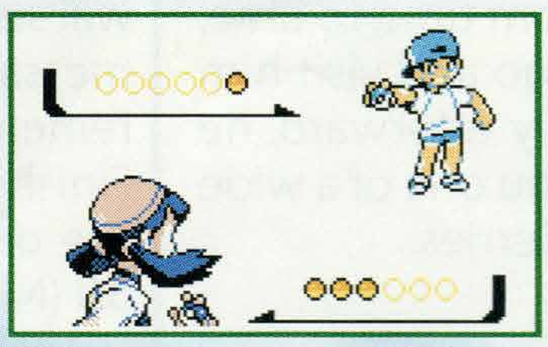


# Route 30+31

section **B-2**

| Route 31 | Morning | Day | Night |
|---|---|---|---|
| Ledyba | 5% | - | - |
| Hoppip | 10% | 10% | - |
| Pidgey | 40% | 40% | - |
| Weedle | 5% | 5% | - |
| Caterpie | 20% | 20% | - |
| Bellsprout | 20% | 25% | 15% |
| Spinarak | - | - | 35% |
| Zubat | - | - | 5% |
| Poliwag | - | - | 25% |
| Hoothoot | - | - | 15% |
| Gastly | - | - | 5% |

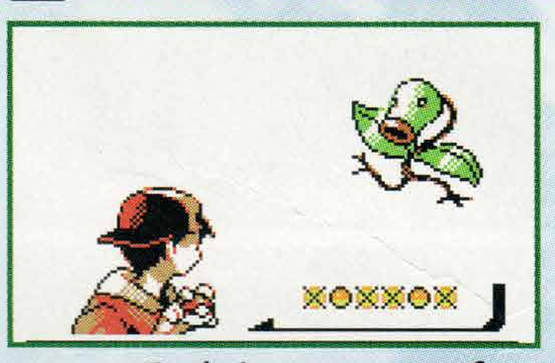
## A Trainer Battles Begin



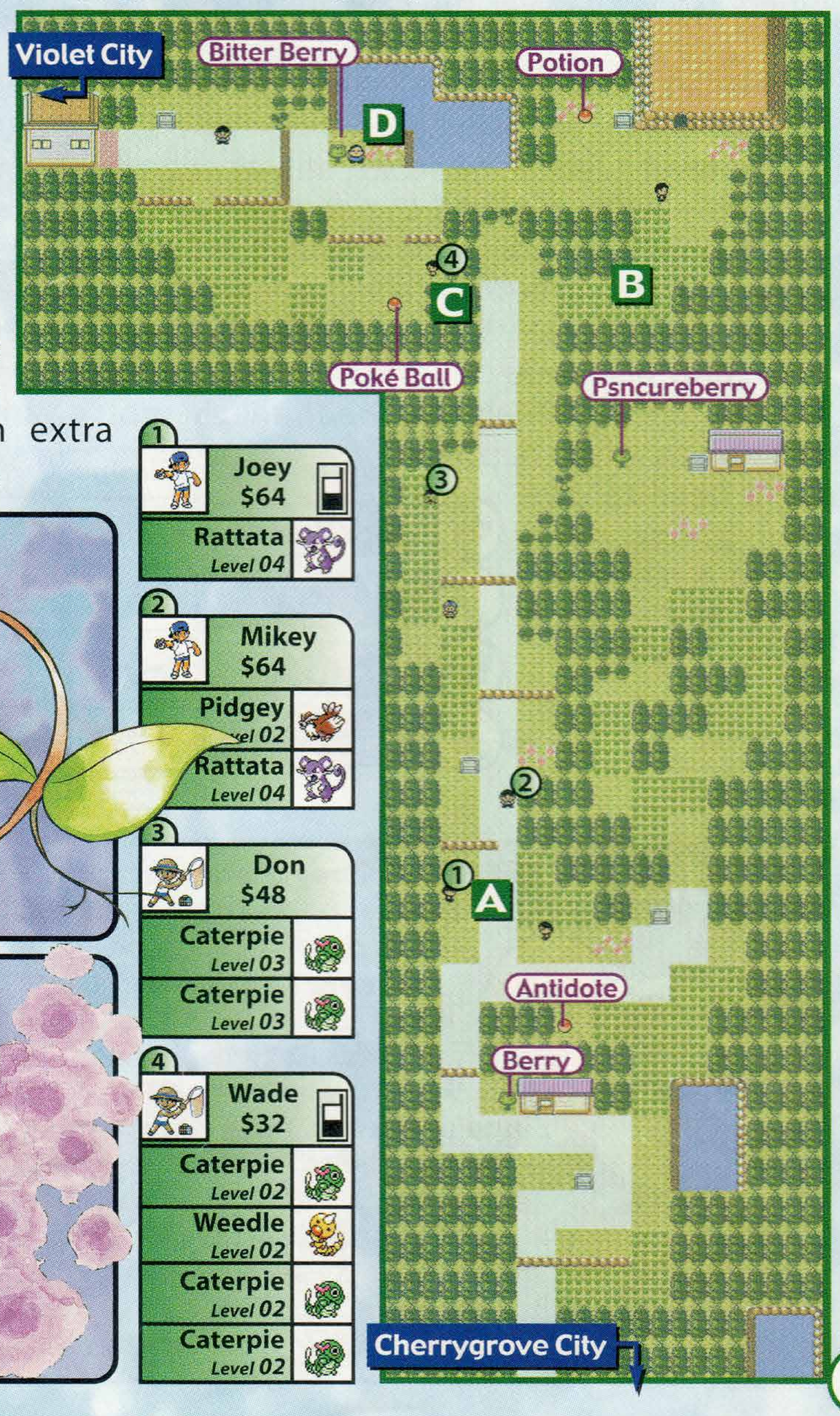
As you traverse Route 30, trainers will attack you whenever you make eye contact. As you can see from their rosters (listed below), their Pokémon are weak, but they can wear you down. You can try to avoid them, but it's better to fight when you can: They're the best source of money and EXP in the game.

One new twist is the ability to trade phone numbers with certain trainers once you've defeated them in battle (they're the ones with the phone icon by their names). If you agree, they'll call you periodically to chat, challenge you to rematches, and most importantly, inform you of Pokémon "swarms." Without that info, it's hard to catch Pokémon like Dunsparce in the nearby Dark Cave. A few, like Wade (see Point C, next page), will even give you free items!

## B New Pokémon in Route 31



The dividing line between Route 30 and Route 31 is right about where the trainer marked #3 is standing. In Route 31 you'll find pretty much the same Pokémon you found below, but with the addition of Bellsprout and Gastly. Try to catch an extra Bellsprout--You can trade it for an Onix in Violet City.




1 Joey $64
- Rattata Level 04

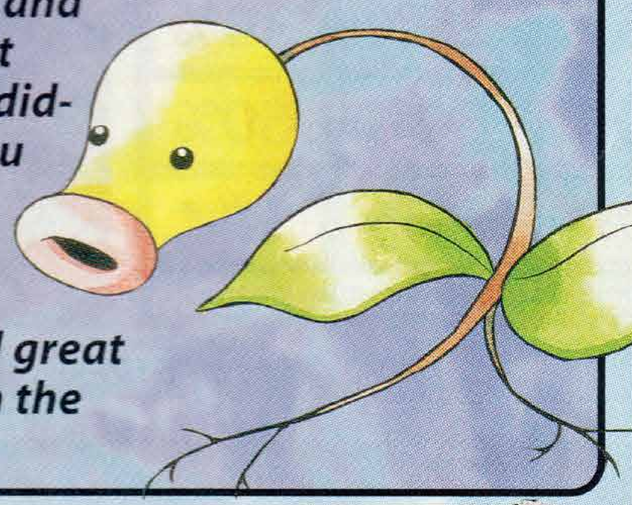
2 Mikey $64
- Pidgey Level 02
- Rattata Level 04

3 Don $48
- Caterpie Level 03
- Caterpie Level 03

4 Wade $32
- Caterpie Level 02
- Weedle Level 02
- Caterpie Level 02
- Caterpie Level 02

## Bellsprout

***Bellsprout and its evolved forms Weepinbell and Victreebel are still among the least useful Grass Pokémon. But if you didn't pick a Chikorita as a starter, you may find a Bellsprout to be temporarily useful. They start with Vine Whip, which is good against the Gastly in Bellsprout Tower and great against the Rock-type Pokémon in the upcoming Union Cave.***



## Gastly

***Gastly is a very useful Pokémon in Gold, Silver and Crystal. It now starts with Hypnosis, and can learn four all new moves. One of the first is Mean Look, which prevents opponents from running away. Between that, Hypnosis, and its Ghost-type resistance to Normal attacks, Gastly is the perfect Pokémon for catching other wild Pokémon. But you'll have to stay up late to catch one, since they only come out at night.***

### C Free Berries From Wade

After you beat Wade, give him your phone number. He'll call from time to time, and if you go and visit him immediately afterward, he may give you one of a wide variety of Berries.

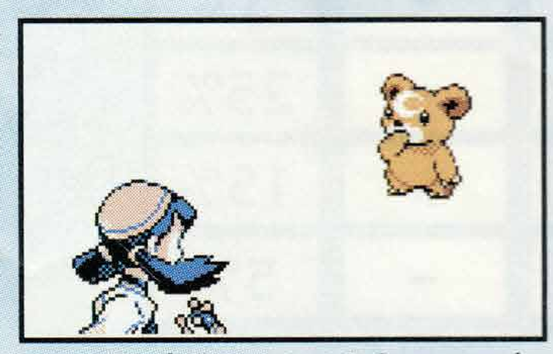
### D Run an Errand and get TM 50

A little later in the game, a man in Goldenrod City will send you to deliver a message to this guy, so remember where he's at! Finishing this errand is the only way to get **TM 50** (Nightmare).

section

# B-3 DARK CAVE

## Catch Some Pokémon in the Dark Cave



The Dark Cave connects Route 31 with Routes 45 and 46, in Johto's East. But unless you know Flash, Rock Smash, and Surf, you can't use it to go anywhere (so we'll cover the cave in more detail on page 72).

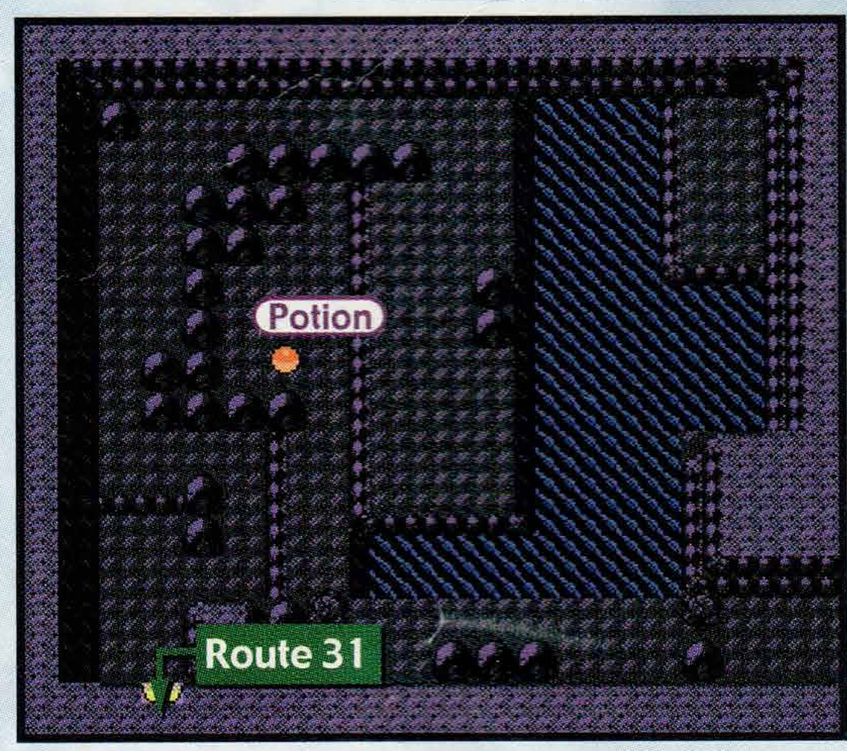
*Without Flash (HM 05), this cave is pitch black. So use this partial map to tell where you're going.*

You can, however, sneak in right now and catch some rare Pokémon. It's another opportunity to catch a Geodude and a Zubat, but that's hardly worth the trip. It's the level 2 Teddiursa, which only appears in the morning, that is most exciting. Cowardly Teddiursa tend to run away immediately, so you may need a Gastly to use Hypnosis or Mean Look to keep it from bolting. If you carefully raise Teddiursa from a cub, it will become a very powerful Ursaring at later levels.

If you're extremely lucky, you may also run into a Dunsparce. This is the only place you can find this Pokémon, but the odds of catching one are extremely low when they're not "swarming." To find out when this happens, you'll need to give your phone number to a trainer on Route 33 (See page 28 for details).

| DARK CAVE | Morning | Day | Night |
|---|---|---|---|
| Teddiursa | 4% | - | - |
| Geodude | 35% | 39% | 39% |
| Zubat | 60% | 60% | 60% |
| Dunsparce | 1%* | 1%* | 1%* |

*Numbers increase during swarms

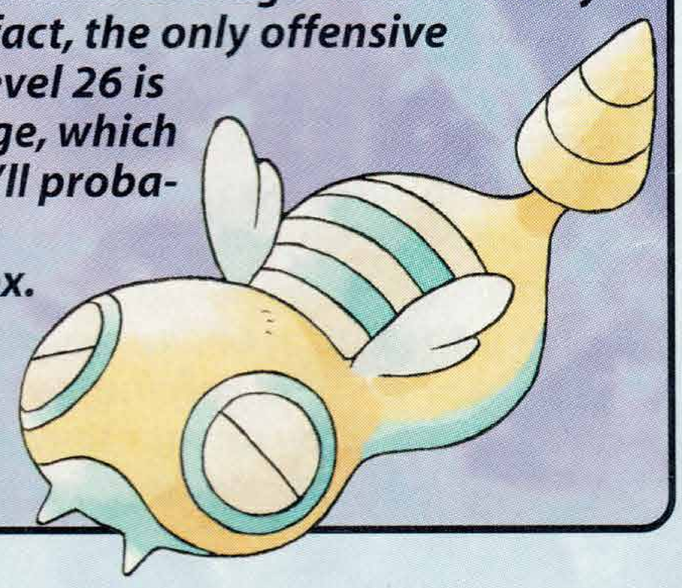



### Teddiursa

***Teddiursa always escapes at the first opportunity, so you'll need Mean Look or a Sleep move to snag one. It has good reason to run: It knows if it bides its time (30 levels) it will grow up into an Ursaring, one of the best Normal Pokémon. It has solid stats and some interesting moves: Rest and Snore make a good combo, Dark-type Faint Attack wrecks Psychics, and Thrash is a serious beating (although Ursaring won't learn it till level 59).***

### Dunsparce

***Getting Dunsparce is a lot of work, and you're bound to be disappointed with the results. It's just another Normal-type Pokémon with average stats and very few good attacks. In fact, the only offensive move it gets before level 26 is its starting move, Rage, which is pretty useless. You'll probably just want to leave Dunsparce in your box.***

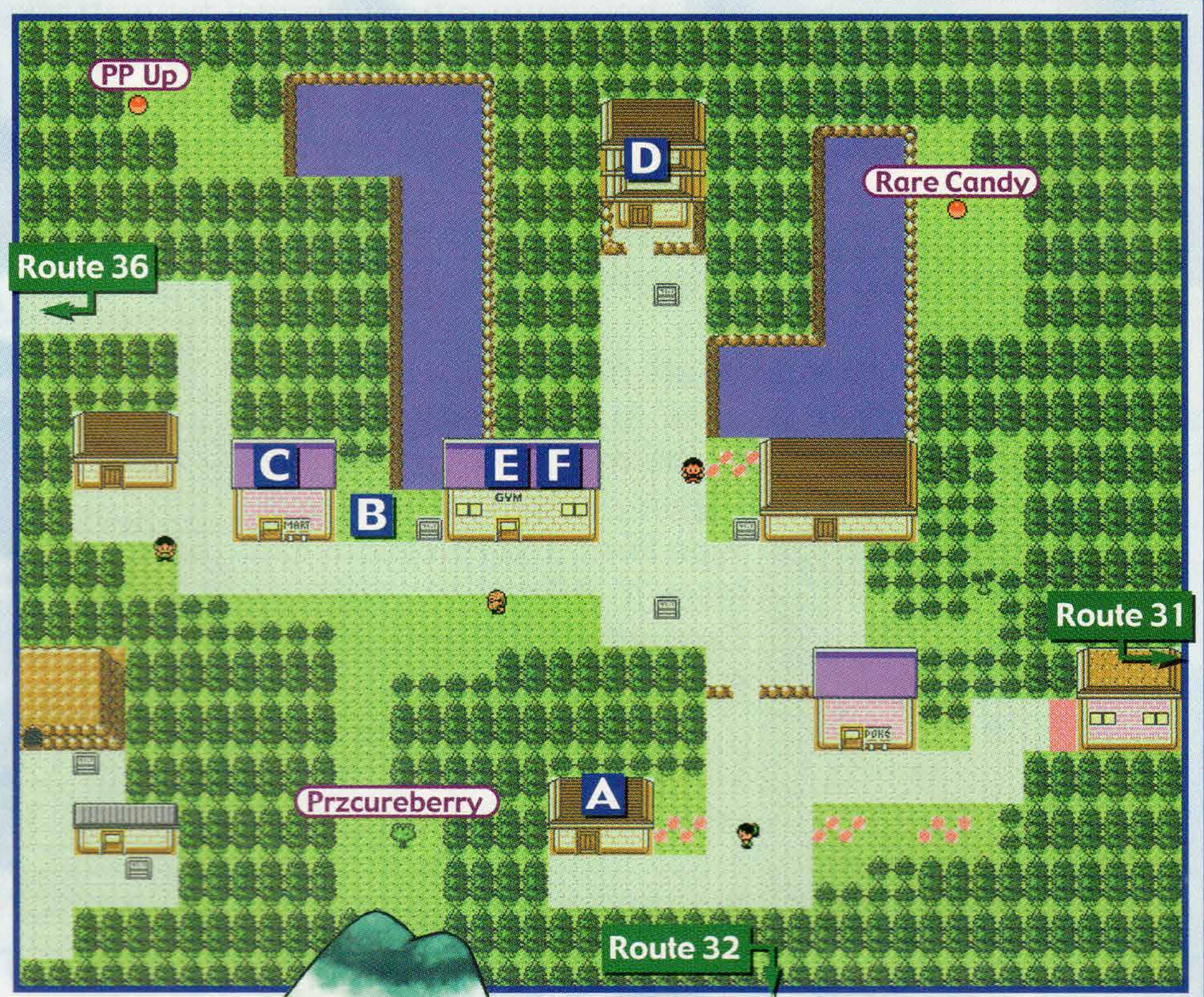


# VIOLET CITY

section **B-4**

## A Trade your Bellsprout for an Onix

You can catch an Onix later, but you'll never get as much use out of one as you will now versus Falkner and his Junior Trainers. As a traded Pokémon, your Onix will go up levels more quickly than a wild one, but you're stuck with the goofy name. Like all trades with computer characters, its starting level will be the same as that of the Pokémon you trade for it.




## B Back to Pokémon School

Answer "No" to the question the man standing at point B asks you, and he'll drag you down to the schoolhouse to study up on Pokémon types and conditions.

| Poké Mart | |
|---|---|
| POKé BALL | 200 |
| POTION | 300 |
| ESCAPE ROPE | 550 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| X DEFEND | 550 |
| X ATTACK | 500 |
| X SPEED | 350 |
| FLOWER MAIL | 50 |

## C Poké Mart

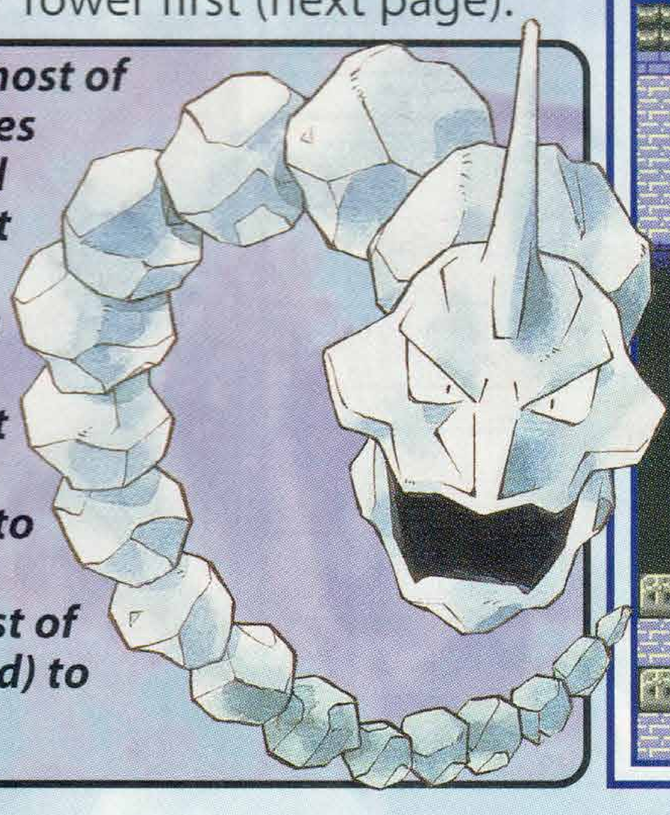
There are a lot of new items for sale, but nothing you really need (X Items are rarely worth it). The last item is mail for writing short messages.

## D Sprout Tower

If your Pokémon are too weak for the Gym, build up some EXP at the Sprout Tower first (next page).

## Onix

***Onix learns most of its good moves at lower levels than it did in Red/Blue/Yellow, and it can now learn Sand-Storm, a move that deals damage to non-Rock Pokémon every turn. But the real excitement is that it can now evolve into a new Pokémon, Steelix. This evolution raises most of Onix's stats (except Speed) to competitive levels.***



## E Fight for the Zephyr Badge

Since there hasn't been a chance to get any Electric Pokémon yet, your best bet here is Rock, by far. It has protection from both Flying and Normal attacks, and if you have Rock Throw (Geodude gets it at level 11), it'll wipe out any of Falkner's Flyers.

But you still need to look out for Pidgeotto's Mud-Slap; it does damage *and* lowers Accuracy, and the penalties add up quickly. Swap in a strong Pokémon that can finish this Flyer quickly, but watch out for its Gust.

| 1 | |
|---|---|
| Abe ₽216 | |
| Spearow Level 09 | |

| 2 | |
|---|---|
| Rod ₽168 | |
| Pidgey Level 07 | |
| Pidgey Level 07 | |

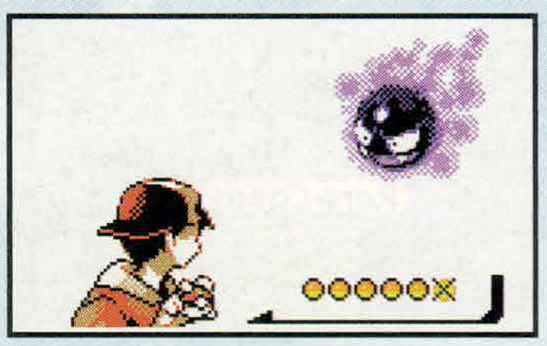
| 3 | |
|---|---|
| Falkner ₽900 | |
| Pidgey Level 07 | |
| Pidgeotto Level 09 | |

section

# B-5 SPROUT TOWER

## Battle the Sage for HM 05

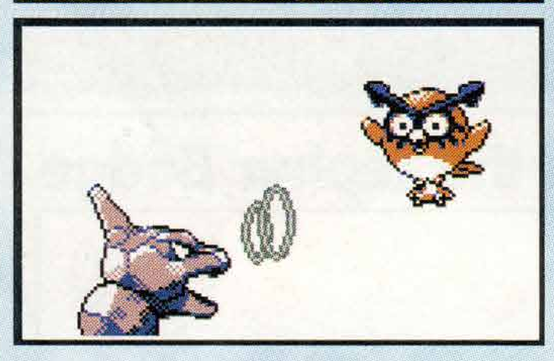
The tower is fairly easy if you arrive during the morning or day, since the only random encounters you'll have to deal with are Rattatas. At night, Gastly join in the fun, and their immunity to Normal-type attacks can be a problem if you don't have a Pokémon with a different type of attack, like Bellsprout's Vine Whip or Onix's Rock Throw. On the plus side, this is a great opportunity to catch one, since they appear more frequently here than they did on Route 31.



| Sprout Tower | Morning | Day | Night |
|---|---|---|---|
| Rattata | 100% | 100% | 70% |
| Gastly | - | - | 30% |

Virtually all of the trainers are packing Bellsprouts. If you chose Cyndaquil as your starter, you'll have no problem burning through them. Other players will want to use a good Flyer. Spearow starts with Flying-type Peck, and Hoothoot can learn it at level 11. Pidgey's Gust, which it learns at level 9, is equally effective.

Defeating the final Sage will get you **HM 05** (Flash, which can illuminate unlit areas like the Dark Cave). But the Sage is tough–while your Flying or Fire-type Pokémon can shred his Bellsprout, you may need a Rock-type like Onix or Geodude to deal with his vicious level 10 Hoothoot.



1 Nico ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

2 Chow ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

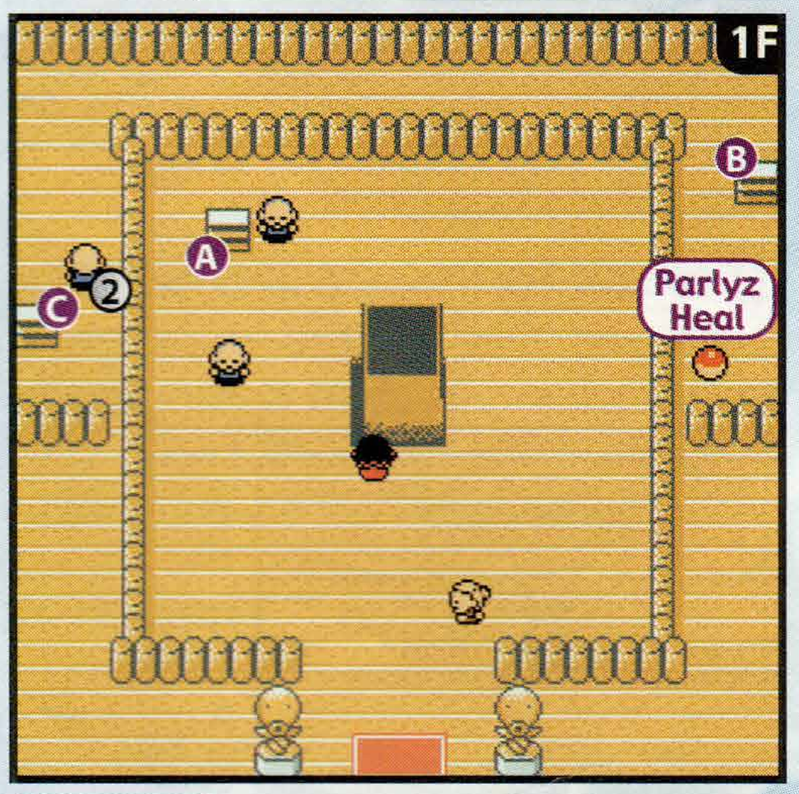
3 Edmond ₽96
- Bellsprout Level 03
- Bellsprout Level 03
- Bellsprout Level 03

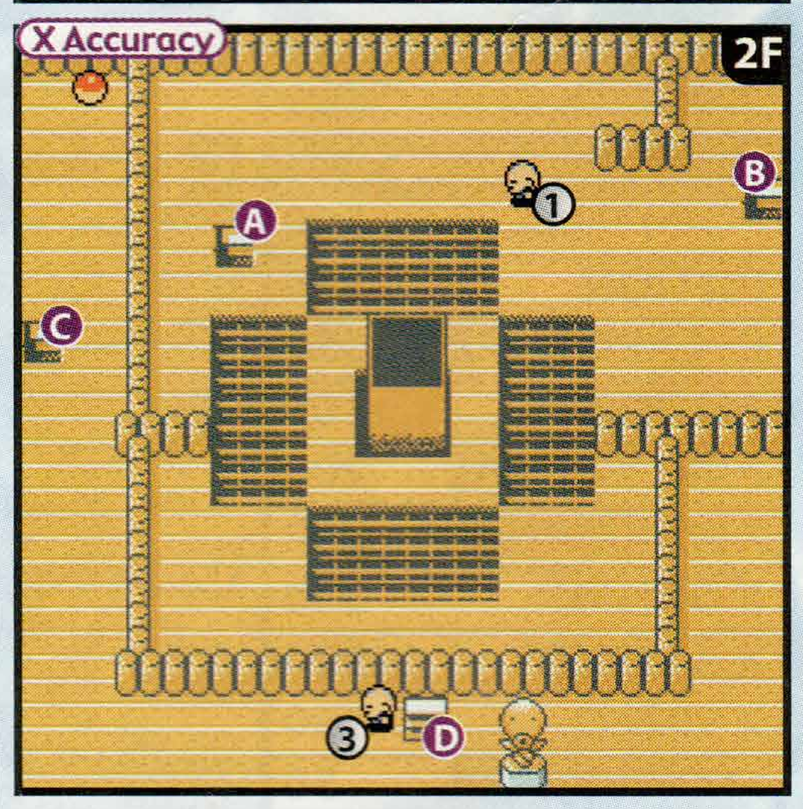
4 Jin ₽192
- Bellsprout Level 06

5 Neal ₽192
- Bellsprout Level 06

6 Troy ₽224
- Bellsprout Level 07
- Hoothoot Level 07

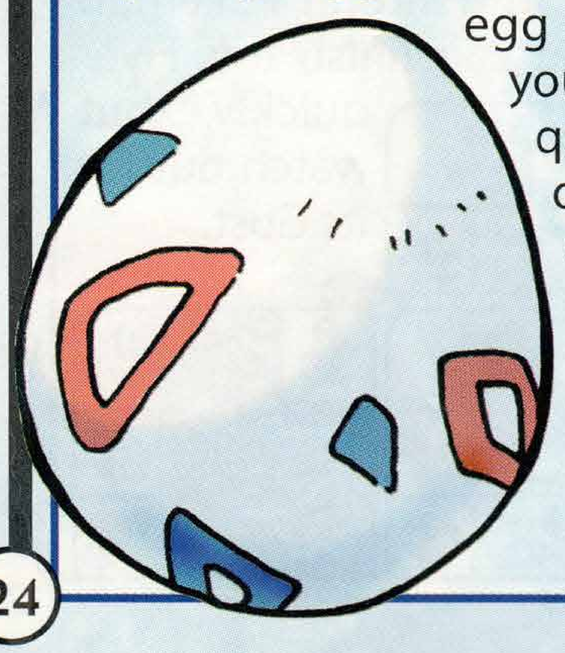
7 Li ₽320
- Bellsprout Level 07
- Bellsprout Level 07
- Hoothoot Level 10



### F An Urgent Call From Professor Elm!

After you beat the Violet City Gym, you'll get a surprise phone call from Professor Elm. He'll direct you to speak with his aide at the Pokémon Center, who will give you the **Mystery Egg**. Keep this egg in your party as you continue your quest, and after an hour or so of traveling, it will hatch. We'll cover that miraculous event on page 33.



# SECTION C: AZALEA TOWN'S HIVE BADGE

***Now your quest has truly begun! There are seven more badges in Johto alone, and the next will take us to secluded Azalea Town, in Johto's southern tip. The journey will be long, but does offer a variety of cool new Pokémon and interesting detours. Head south from Violet City to get started.***

## ROUTE 32

section **C-1**

We need to cross the cave at the end of Route 32 to get to Azalea Town. On the way, we'll pass the entrance to the Ruins of Alph, which we'll cover on page 55. For now, catch some Pokémon, do some fishing, and keep heading south.

### No More Mareep!

Up to this point, Crystal players have had the luxury of being able to catch every Pokémon from both the Gold and Silver versions. But Route 31 is the first area in which a Gold/Silver Pokémon has disappeared; Mareep, the beloved electric sheep, no longer wanders Route 32, or anywhere in Crystal.

You'll have to wait a long time before you get your first chance at an Electric Pokémon, so you might just want to trade for a Mareep with a friend who has Gold or Silver. They're very easy to find in both of those versions.

| ROUTE 32 | Morning | Day | Night |
|---|---|---|---|
| Ekans | 16% | 16% | - |
| Hoppip | 20% | 20% | - |
| Pidgey | 4% | 4% | - |
| Rattata | 40% | 40% | 40% |
| Bellsprout | 20% | 20% | 16% |
| Wooper | - | - | 8% |
| Zubat | - | - | 16% |
| Gastly | - | - | 8% |
| Hoothoot | - | - | 12% |

### A B The Miracle Seed and TM 05

The guy at point A (the map appears on page 26) will give you a **Miracle Seed** just for beating Falkner! When equipped, this nifty item powers up your Pokémon's Grass techniques. Come back when you learn Cut to get to the guy at Point B, and his prize, **TM 05** (Roar).

### C Calendar Event #2: Ms. Friday

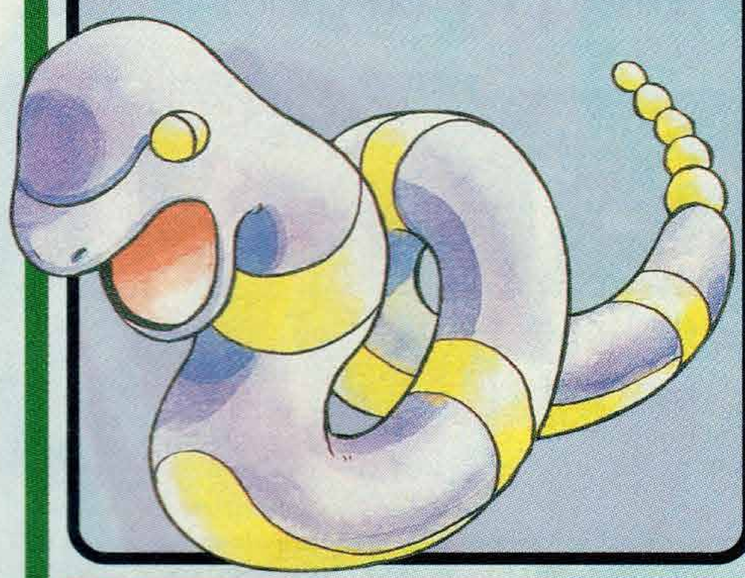
Like her sister Tuscany on Route 29, Frieda only appears once a week, on Fridays. When a Pokémon holds the gift she gives you, its Poison-type moves will be powered up.

### Wooper

***Wooper's odd mix of Ground and Water types grants it limited resistance to Water, Fire, Poison and Steel attacks, and complete immunity to Electric. Its only weakness is to Grass, which absolutely wrecks it. Wooper has some good moves like Water Gun (at start) and Earthquake (level 31), but generally poor stats. When it evolves into Quagsire at level 20, its stats nearly double, except Speed, which drops drastically.***

## Ekans

*Ekans learns a variety of fun moves like Wrap, Bite, and Acid, but never gets anything powerful enough to make it worth using. Its token new move is Haze (which restores altered stats and conditions) at level 43... Whoopie! Yep, Team Rocket can have this Pokémon, and they're welcome to it.*



1 Albert ₽128
- Rattata Level 06
- Zubat Level 08

2 Liz ₽180
- Nidoran ♀ Level 09

3 Justin ₽200
- Magikarp Level 05
- Magikarp Level 05
- Magikarp Level 05
- Magikarp Level 15

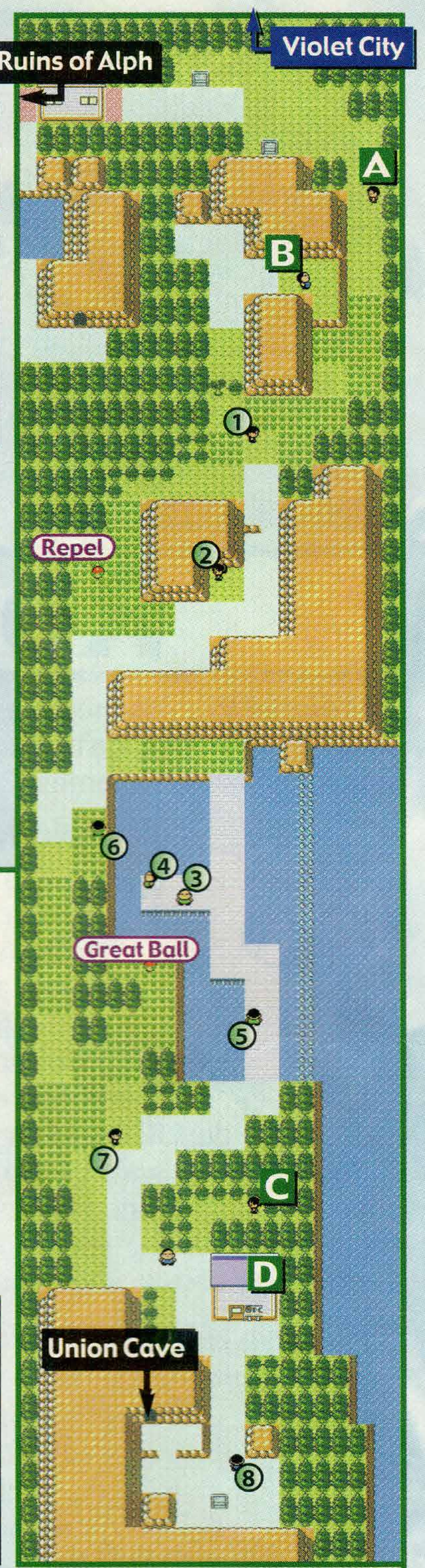
4 Harry ₽320
- Poliwag Level 08
- Poliwag Level 08

5 Ralph ₽400
- Goldeen Level 10

6 Roland ₽180
- Nidoran ♂ Level 09

7 Gordon ₽160
- Wooper Level 10

8 Peter ₽192
- Pidgey Level 06
- Pidgey Level 06
- Spearow Level 08




## D Pick Up the Old Rod and Start Fishing!

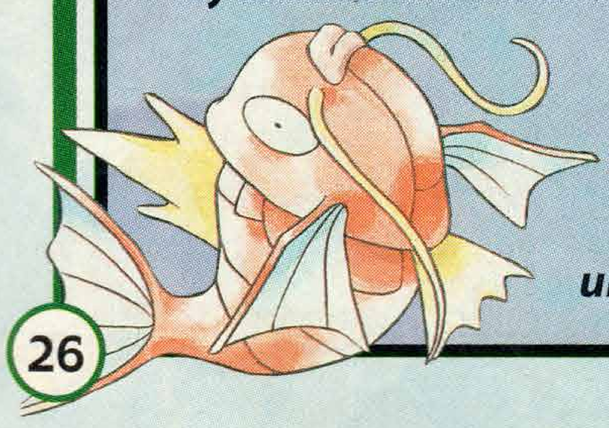
A fisherman in the Pokémon Center will give you an Old Rod. Unlike the Old Rod in Red/ Blue/Yellow, this Rod *can* catch something other than Magikarp (although you will end up catching a *lot* of those). If you fish here now, you can net a Tentacool, and if you trade numbers with Ralph (trainer #5), he'll give you a call when the Qwilfish swarm. Outside of swarms, these rare fish can only be caught with a Super Rod.

| Route 32 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 70% | 30% | 25% |
| Qwilfish | 0%* | 0%* | 15%* |
| Tentacool | 30% | 70% | 60% |

*Numbers increase during swarms

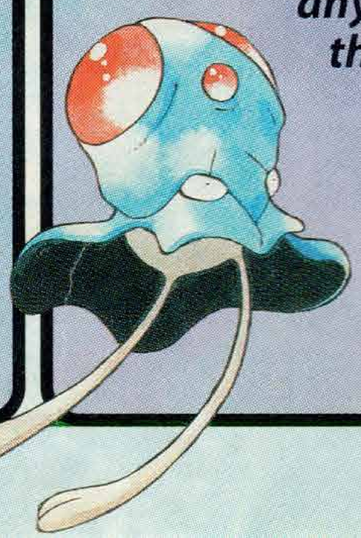
## Magikarp

*Ooh! Magikarp can now learn a third move, Flail, at level 30! Of course, you'd be insane to stick with Magikarp for that long, since it evolves into a super-strong Gyarados at level 20. Gyarados can now learn Rain Dance, but is basically unchanged.*



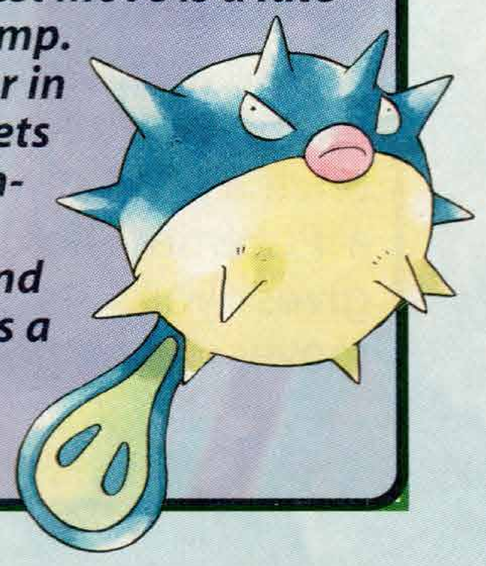
## Tentacool

*Tentacool is pretty much the same as it was in Red/Blue/Yellow. It now starts with Poison Sting instead of Acid, but doesn't have any new moves or anything. Tentacool and evolved form Tentacruel are still underappreciated Pokémon that are strong in Speed and Special Attack.*



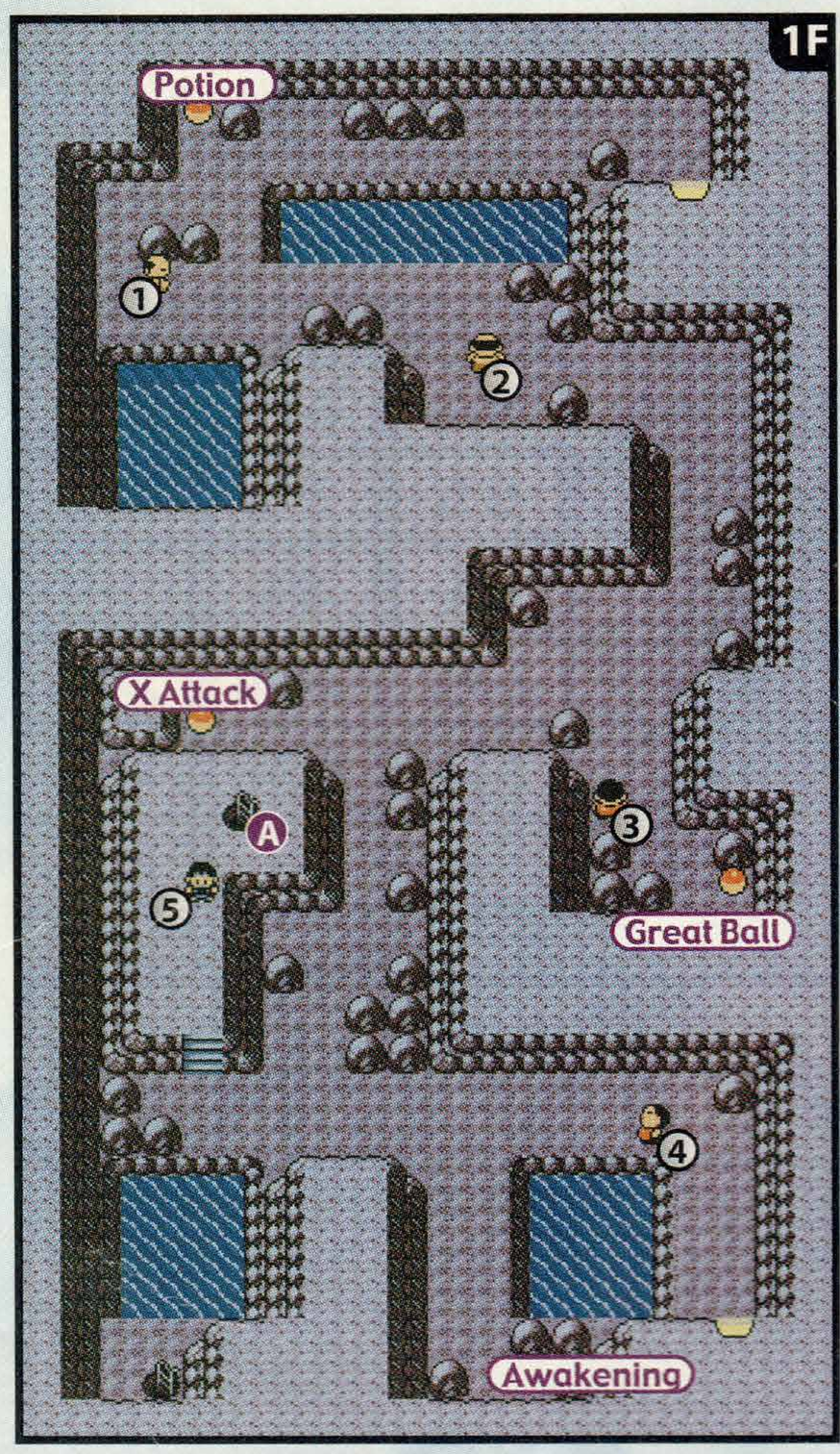
## Qwilfish

*Like Tentacool, Qwilfish is a mix of Water and Poison types. Like Tentacool, its best move is a late game Hydro Pump. But it does differ in a few ways: It gets some nice defensive techniques like Minimize and Harden, and has a higher Attack score.*



# Union Cave

section **C-2**




## Take a Short Detour for TM 39

1 Daniel ₽352
- Onix Level 11

2 Russell ₽250
- Geodude Level 04
- Geodude Level 06
- Geodude Level 08

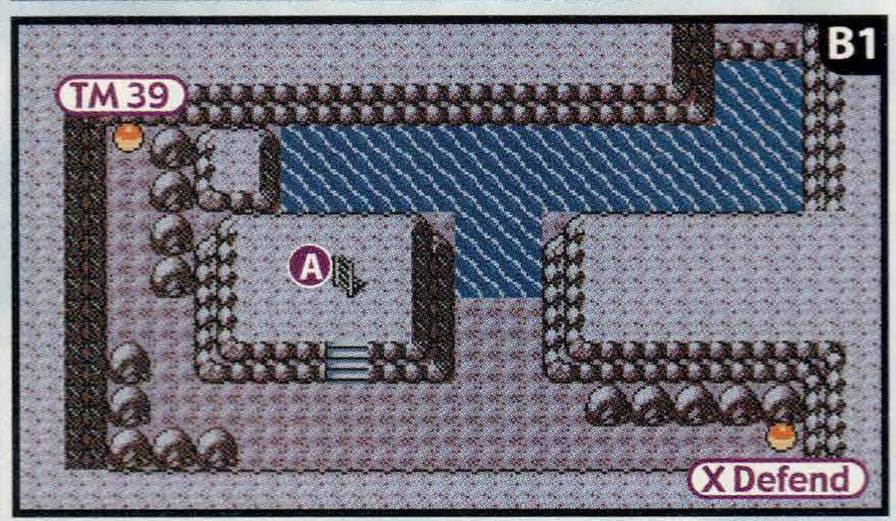
3 Bill ₽288
- Koffing Level 06
- Koffing Level 06

4 Ray ₽432
- Vulpix Level 09

5 Larry ₽600
- Slowpoke Level 10

This cave is pretty simple: Just head south, fighting the trainers when you must and picking up items where you can. But if you have the fortitude to handle a short detour, take the stairs at point A. You won't get far in level B1, but you can easily get to **TM 39**. It contains Swift, a strong Normal attack that always hits and can be learned by most Pokémon.

*There are some tough battles here, like this level 10 Onix. Your own Onix can probably take it, but using Grass and Water Pokémon would be a better idea.*



| Union Cave | Morning | Day | Night |
|---|---|---|---|
| Sandshrew | 10% | 20% | - |
| Rattata | 20% | 20% | 50% |
| Geodude | 30% | 30% | 15% |
| Onix | 10% | 10% | 10% |
| Zubat | 30% | 20% | 15% |
| Wooper | - | - | 10% |

| Union Cave Surf Chart | Morning | Day | Night |
|---|---|---|---|
| Wooper | 20% | 20% | 20% |
| Quagsire | 80% | 80% | 80% |

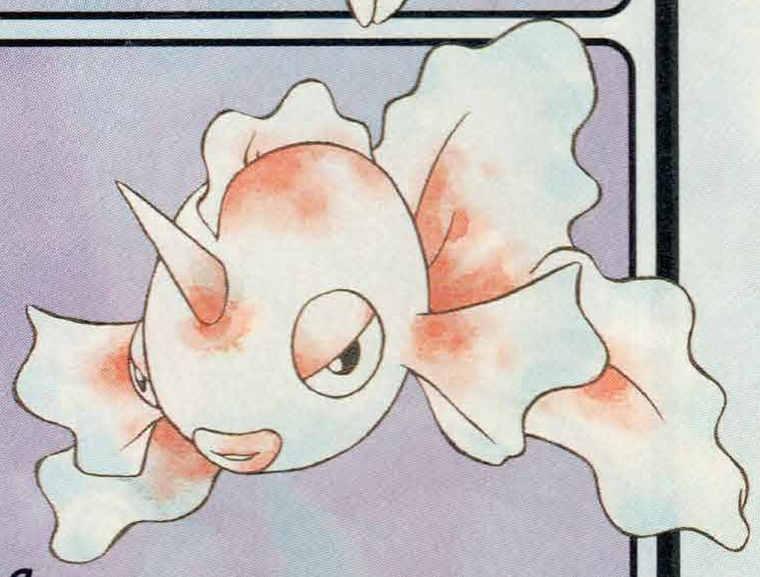
*Note: The above chart shows the Pokémon you'll encounter while using Surf to swim in the lakes of Union Cave.*

| Union Cave Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 80% | 20% | 20% |
| Goldeen | 20% | 80% | 75% |
| Seaking | - | - | 5% |

## Sandshrew

***Sandshrew is a bit better in Gold/Silver/Crystal than it was in Red/Blue/Yellow, since it learns most of its attacks earlier and has a few new ones. But it still doesn't learn any Ground attacks, which is annoying since it's a purely Ground-type Pokémon, and suffers many weaknesses to popular types because of it. But if you haven't had a chance to catch a Phanpy, this is a decent second choice.***

## Goldeen



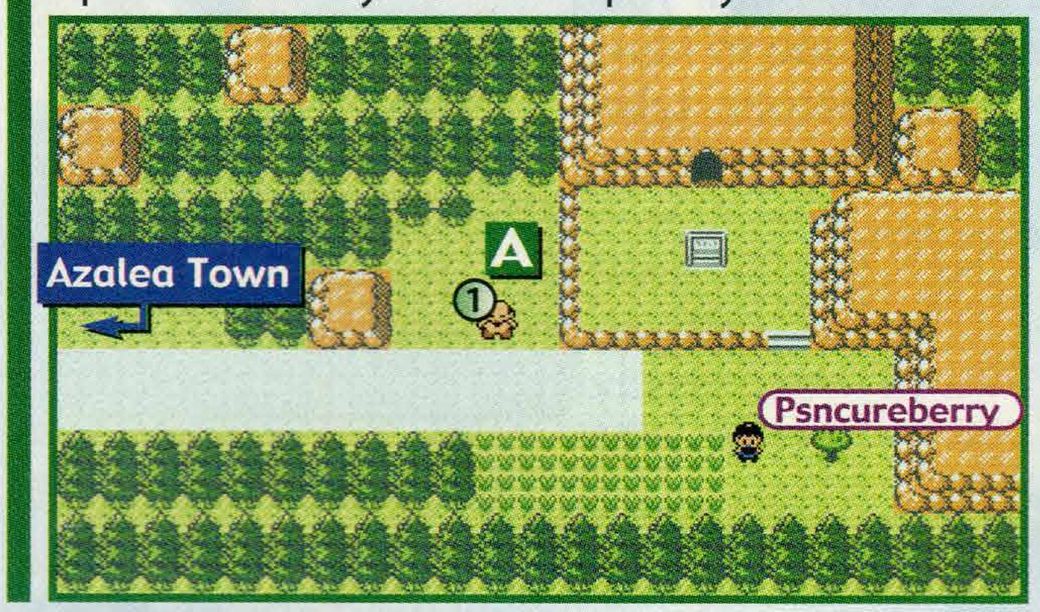
***Goldeen's a bit more interesting than it was in Red/Blue/Yellow. It now learns Horn Drill, an attack that K.O.'s any Pokémon instantly 30% of the time, at level 15 (it used to be level 45). This move, combined with a couple of X Accuracy items, could wipe out a legion of opponents if you get lucky. Teach it Surf and Waterfall early (with HM's), and Goldeen's not half bad.***

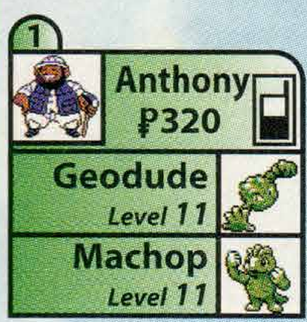
section
# C-3 ROUTE 33

## A Trade Numbers With the Dark Cave Swarm Watcher

There's only one thing to do in this tiny area: Beat Anthony and trade numbers so he can call you when the Dunsparce in the Dark Cave are swarming. If you need to heal first, the town's right ahead.

If you have time to kill, Route 46 is your first opportunity to catch a Spearow. But you'll have plenty of other chances.

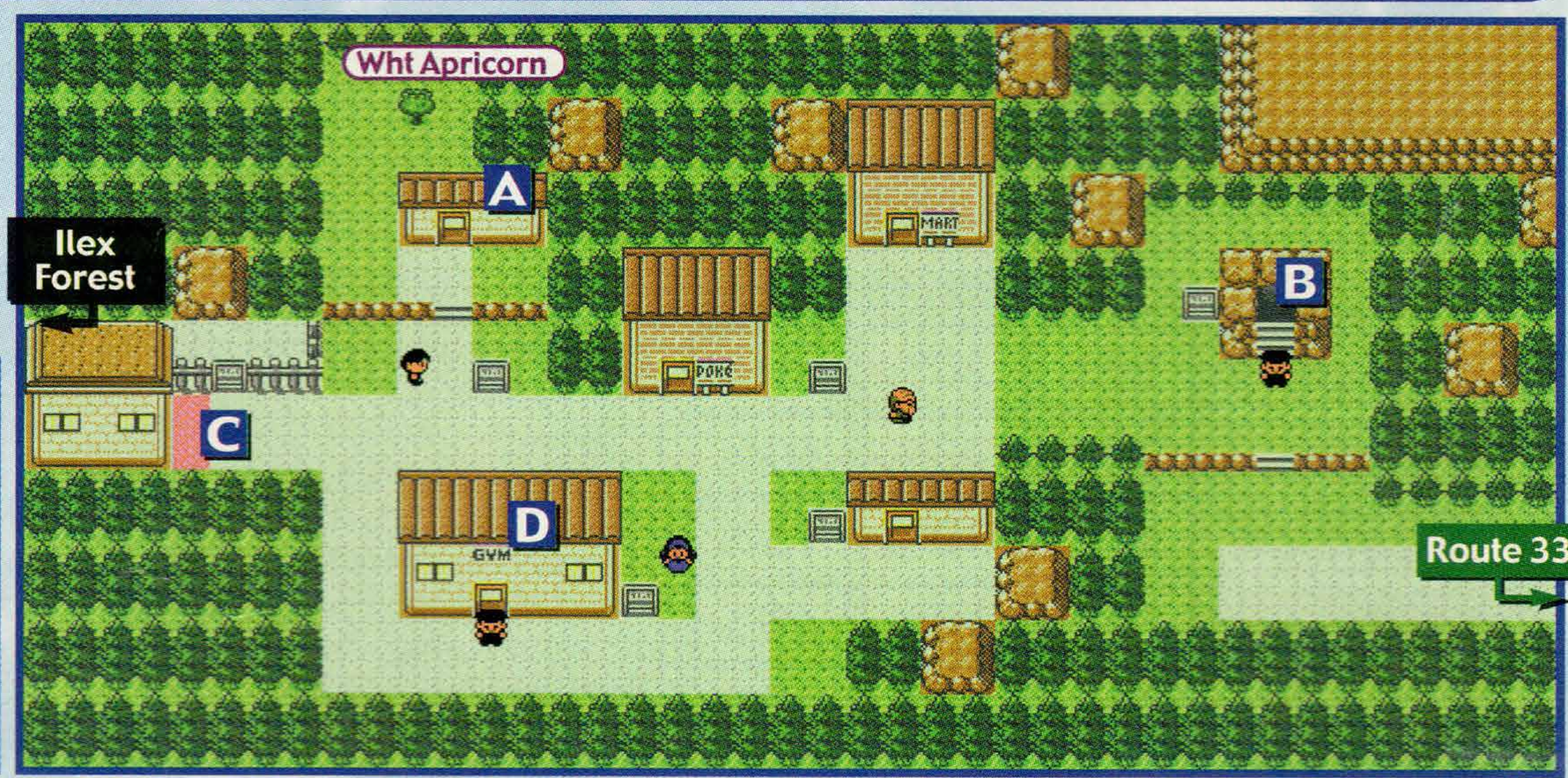



| Route 33 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 36% | 24% | - |
| Hoppip | 8% | 8% | - |
| Ekans | 8% | 8% | - |
| Geodude | 24% | 24% | 20% |
| Rattata | 24% | 36% | 40% |
| Zubat | - | - | 40% |

section
# C-4 AZALEA TOWN

## A Team Rocket Attacks




Three years later, and Team Rocket is still up to their old tricks. They've taken over much of Azalea Town, and Kurt the blacksmith (visit him first at point A) is gonna do something about it. He could probably use some backup, so follow him into Slowpoke Well at point B.

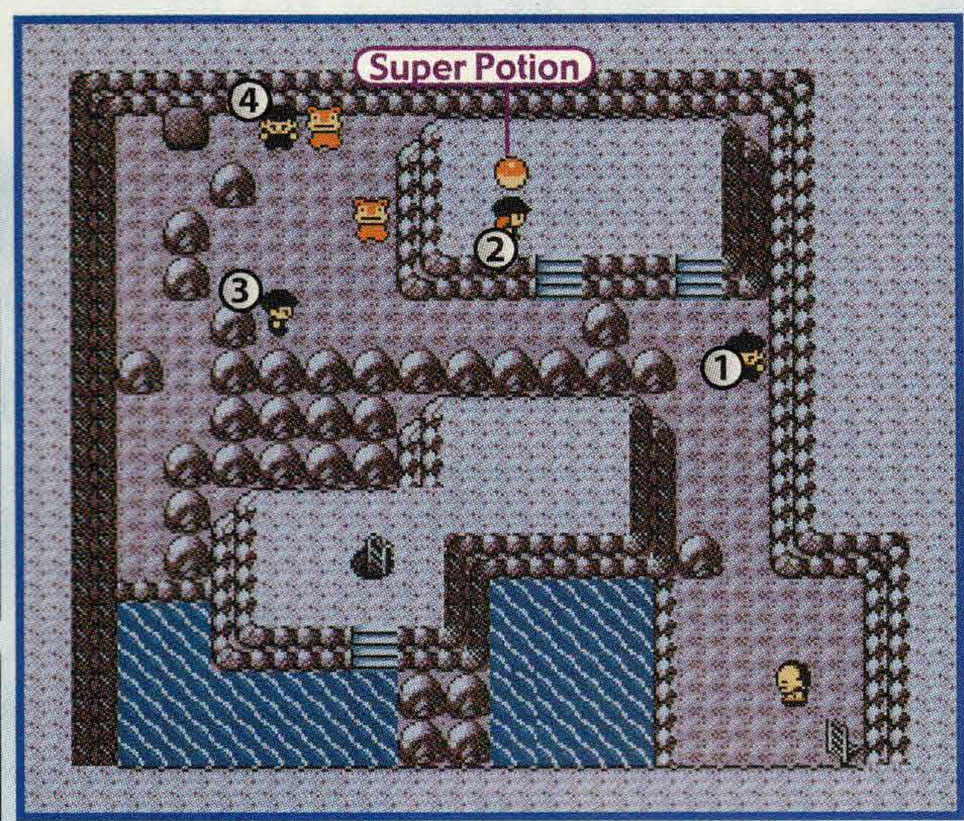
After the situation with Team Rocket is resolved (see next page), Kurt will re-open his shop and start forging powerful new Poké Balls. See page 30 for details.

| Poké Mart | |
|---|---|
| CHARCOAL | 9800 |
| POKé BALL | 200 |
| POTION | 300 |
| SUPER POTION | 700 |
| ESCAPE ROPE | 550 |
| REPEL | 350 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| FLOWER MAIL | 50 |

| | |
|---|---|
| 1 Rocket ₽360 | |
| Rattata Level 09 | |
| Rattata Level 09 | |
| 2 Rocket ₽440 | |
| Zubat Level 09 | |
| Ekans Level 11 | |
| 3 Rocket ₽360 | |
| Rattata Level 07 | |
| Zubat Level 09 | |
| Zubat Level 09 | |
| 4 Rocket ₽352 | |
| Koffing Level 14 | |

## B Big Trouble at the Bottom of Slowpoke Well

Kurt cleared the way, but now you're the one who has to do the dirty work. To save the Slowpoke, you'll need to defeat Rocket #4 and his single level 14 Koffing. If you win, Team Rocket will vanish, but you still won't be able to proceed any farther in the Well without Strength (HM 04) and Surf (HM 03).



*Above: This Slowpoke is carrying a message you can intercept... Left: The Koffing is a dire threat. Make sure you have enough Pokémon to survive a possible Selfdestruct.*

| Slowpoke Well | Morning | Day | Night |
|---|---|---|---|
| Zubat | 80% | 80% | 80% |
| Slowpoke | 20% | 20% | 20% |

| Slowpoke Well Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 90% | 30% | 30% |
| Goldeen | 10% | 70% | 65% |
| Seaking | - | - | 5% |

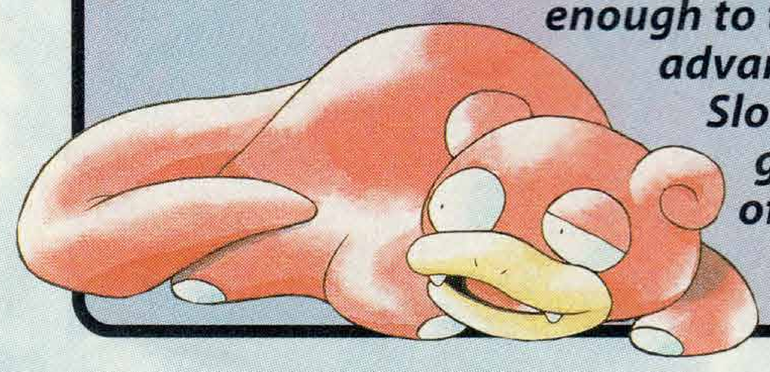
## C Heal and Save Before Your Rival Strikes!

Once you've cleared out the Rockets, you can enter the Gym whenever you want. But when you try to leave Azalea Town to the west (before or after the Gym), your Rival will appear to challenge you. Make sure you heal and save first! Since his starter is usually his strongest Pokémon, it pays to train a strong Pokémon of the type it's most vulnerable to.

| | |
|---|---|
| Rival ₽960 | |
| Gastly Level 12 | |
| Zubat Level 14 | |
| (Starter) Level 16 | ? |

### Slowpoke

***Slowpoke is off to a slower start than it was in Red/Blue/Yellow, starting with Tackle instead of Confusion (which it now learns at level 20). But now it has another evolution, Slowking, a great Pokémon with stats that are high enough to take full advantage of Slowpoke's great set of moves.***

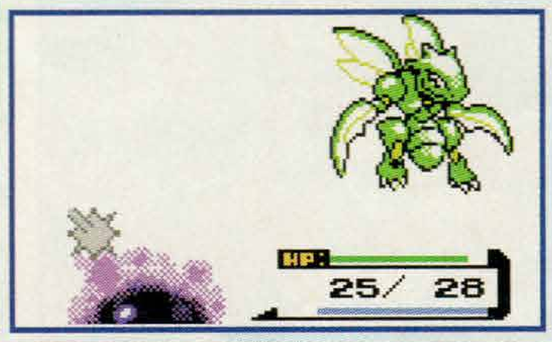


| | |
|---|---|
| 1 Amy+May ₽200 | |
| Spinarak Level 10 | |
| Ledyba Level 10 | |
| 2 Al ₽192 | |
| Caterpie Level 12 | |
| Weedle Level 12 | |
| 3 Benny ₽168 | |
| Weedle Level 07 | |
| Kakuna Level 09 | |
| Beedrill Level 12 | |
| 4 Josh ₽208 | |
| Paras Level 13 | |
| 5 Bugsy ₽1600 | |
| Metapod Level 14 | |
| Kakuna Level 14 | |
| Scyther Level 16 | |

## D Fight for the Hive Badge

If you chose Cyndaquil as your starter, you'll be in great shape for this Gym. But other players will have to rely on Pokémon with Flying attacks, like Pidgey's Gust or Spearow and Hoothoot's Peck, or Pokémon with Rock attacks like Geodude and Onix's Rock Throw.

Of course, even your strongest Pokémon may not last long against Scyther's Fury Cutter. Fire, Flying, and Ghost Pokémon have partial resistance to this attack, but a Ghost is the best since it's completely resistant to Scyther's other attacks. Of course, a Gastly can't dish out much damage, so save some of your other big guns, like Onix or Geodude, for this difficult final battle.



## Kurt Will Forge New Balls!

Once you've defeated Team Rocket, Kurt will reward you with a **Lure Ball** and re-open his shop. He forges Balls from **Apricorns**, which are found in certain Berry trees. There are seven different kinds of Apricorns, and each one will make a different Ball (see the chart below for details). The only kind you can get now are the **White Apricorns**, which can be found right near Kurt's House. Like Berries, the Apricorns grow back every day.

It takes Kurt one day to make each Ball, so you'll have to bring him the Apricorn, and then wait till the next day to come pick it up. One cool feature new to the Crystal Version is that you can now give Kurt up to 99 of the same Apricorn each day. So stockpile several of the same type to save time.

| Apricorn | Ball | Special Property of Ball |
|---|---|---|
| White | Fast Ball | Good vs. Pokémon that try to run away |
| Red | Level Ball | Good vs. Pokémon that are lower level than yours |
| Blue | Lure Ball | Good vs. Pokémon that you fish for |
| Black | Heavy Ball | Good vs. Pokémon that weigh a lot |
| Peach | Love Ball | Good vs. Pokémon that are the opposite gender of yours |
| Green | Friend Ball | Pokémon captured with this start with better mood |
| Yellow | Moon Ball | Good vs. Pokémon that evolve with Moon Stones |

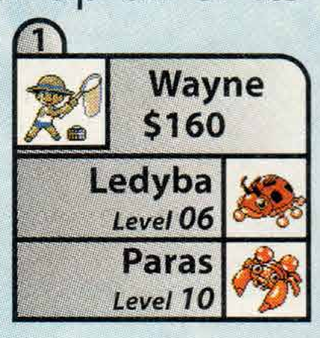
section
# C-6 ILEX FOREST

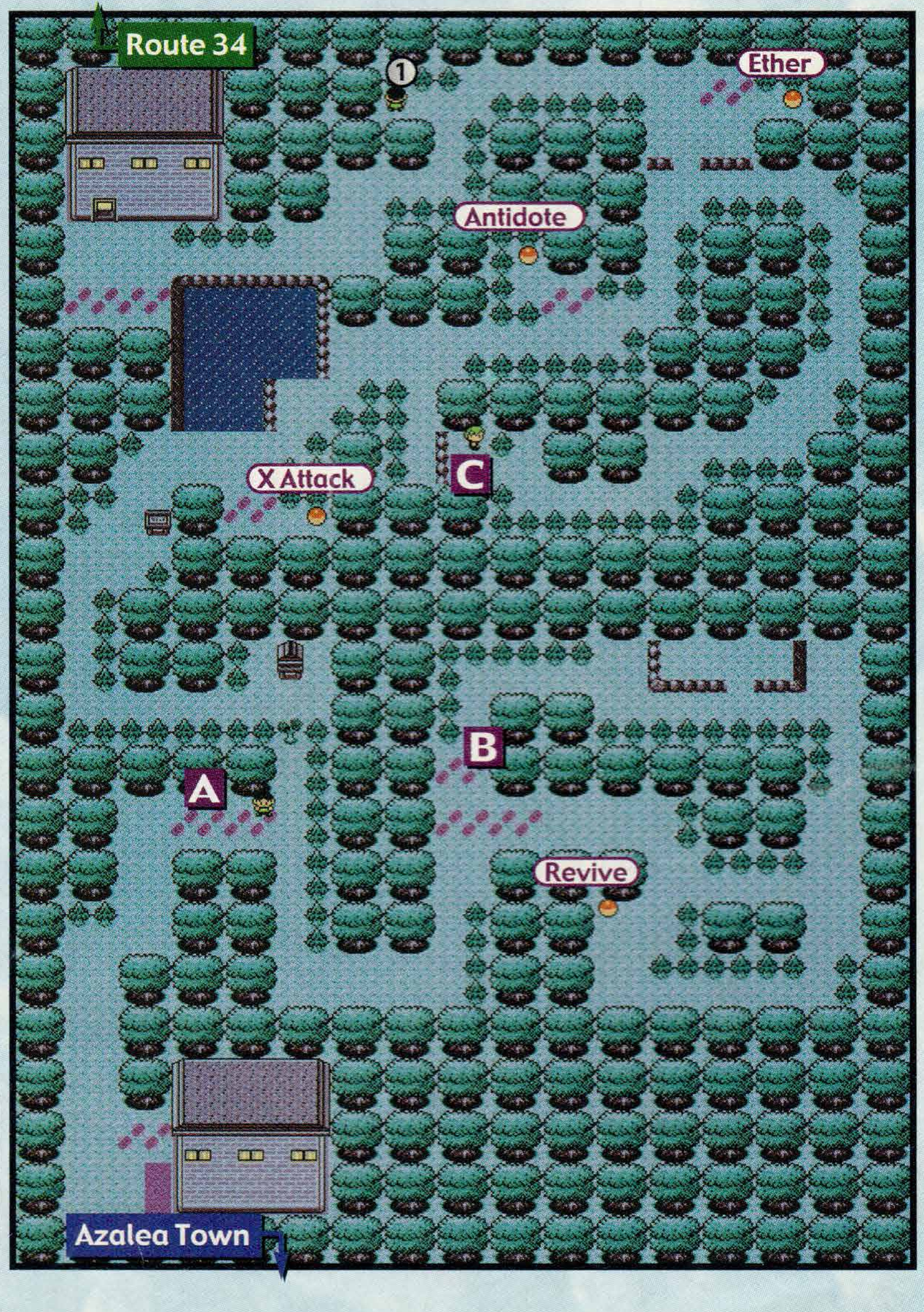
## A B Find The Charcoal Maker's Apprentice, and Earn HM 01 (Cut)

The charcoal maker, who lives in Azalea Town's southeast, hasn't seen his apprentice since he went into the forest. You'll find him safe, but his Farfetch'd is lost.

It's at Point B, but when you approach it, it runs away. So you'll need to loop around and come at it from behind, chasing it right into its master's arms!

He'll reward you with **HM 01**, Cut, which when learned by a Pokémon in your party, allows you to cut trees like the one shown to the left. If you go back to Azalea, the apprentice will give you **Charcoal**. If you have a Pokémon hold this, it will power up all of its Fire-type moves.



## Venonat

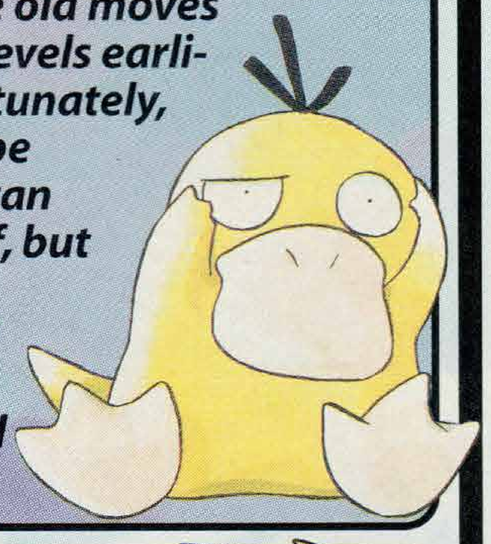
*Venonat was always an awkward mix of Bug and Poison types that got mostly Psychic attacks and wasn't powerful enough to use them effectively. And, well, that's all still true. Evolved form Venomoth can learn Gust now. Umm... Yay.*

## C Get TM 02 (Headbutt)

You have to go a bit out of your way to get to this guy, but it's an opportunity you won't want to miss. He gives you **TM 02**, Headbutt. This is a useful attack, and it's also the key to getting four Pokémon you wouldn't be able to get any other way! See the bottom of this page for details.

## Psyduck

*You can get Psyduck much earlier in Crystal than you could in Red/Blue/Yellow. Psyduck's few new moves aren't worth much, but it learns the old moves up to 20 levels earlier. Unfortunately, Water-type Psyduck can learn Surf, but not the Waterfall and Whirlpool HM's.*



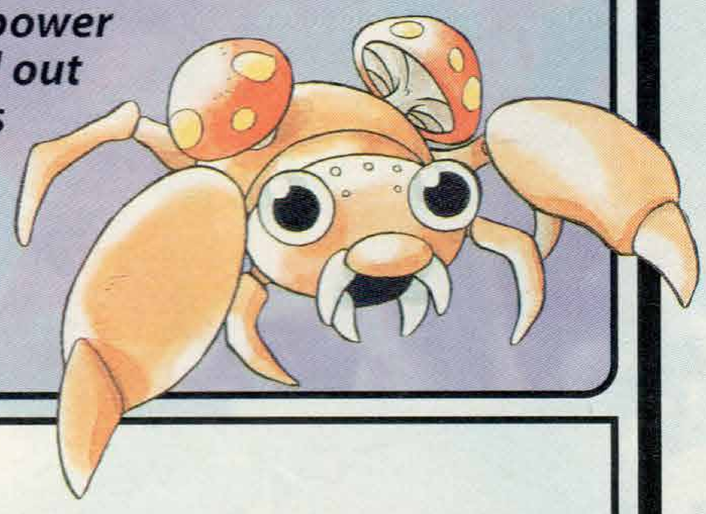
| ILEX FOREST | Morning | Day | Night |
|---|---|---|---|
| Caterpie | 20% | 20% | - |
| Metapod | 20% | 20% | - |
| Weedle | 36% | 36% | - |
| Kakuna | 12% | 12% | - |
| Pidgey | 4% | 4% | - |
| Paras | 8% | 8% | 8% |
| Psyduck | - | - | 16% |
| Venonat | - | - | 28% |
| Oddish | - | - | 44% |
| Hoothoot | - | - | 4% |

## Oddish

*The Oddish family has a few new tricks. One is Moonlight, a high-level move which recovers HP, but the amount changes based on the time of day. The other is Bellossom, a new evolution (it's not a fourth form, but an alternative to Vileplume). Some of its stats are weaker than Vileplume's, but Bellossom is now the only Oddish relative that can learn Solarbeam.*

## Paras

*Paras doesn't have any new forms, but it does have a couple of new moves, including Poison Powder, and Grass-type's new power move, Giga Drain. These round out a decent move set that includes Paras's trademark puts-them-to-sleep-100%-of-the-time Spore move. Too bad that Paras is still one of the slowest Pokémon in the game.*

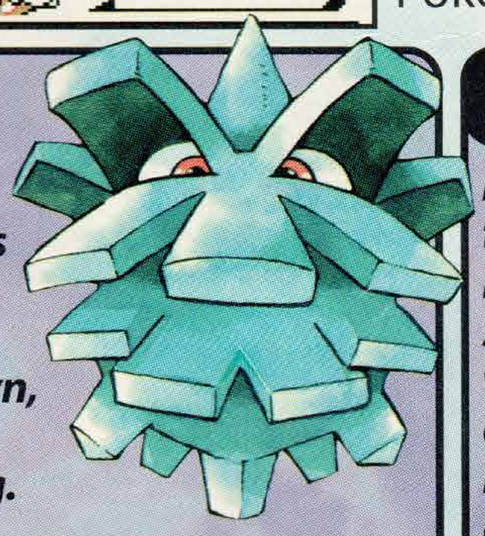


## Catching Pokémon With the Art of the Headbutt

In battle, Headbutt has a power of 70 and makes opponents Flinch 30% of the time. That's a great attack, but Headbutt is even better on the field! Whenever you see one of the little trees like in the picture to the left, you can use Headbutt to hit it, possibly knocking out a Pokémon! In forested areas like these, it will always be a member of the Caterpie or Weedle family (depending on your version), or one of the Pokémon shown below.

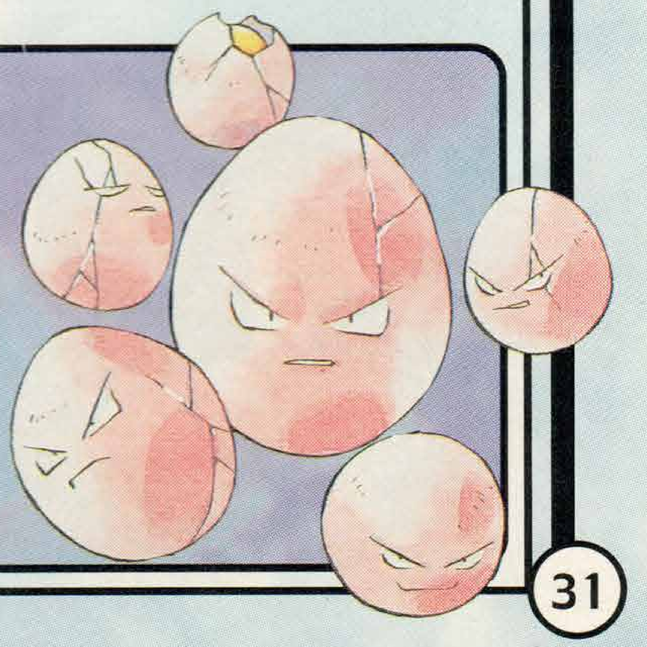
## Pineco

*This is one enraged pine cone! Pineco and its evolved form, Fortress, specialize in moves that do major damage to opponents and themselves, such as Selfdestruct, Explosion, Take Down, and Double-Edge. It can dish out the beatings, but it won't last long.*



## Exeggcute

*Now more than ever, evolution timing is the key for Exeggcute and Exeggutor. Stick with Exeggcute if you want to learn Solarbeam, evolve into Exeggutor early if you want to learn Stomp and Egg Bomb.*



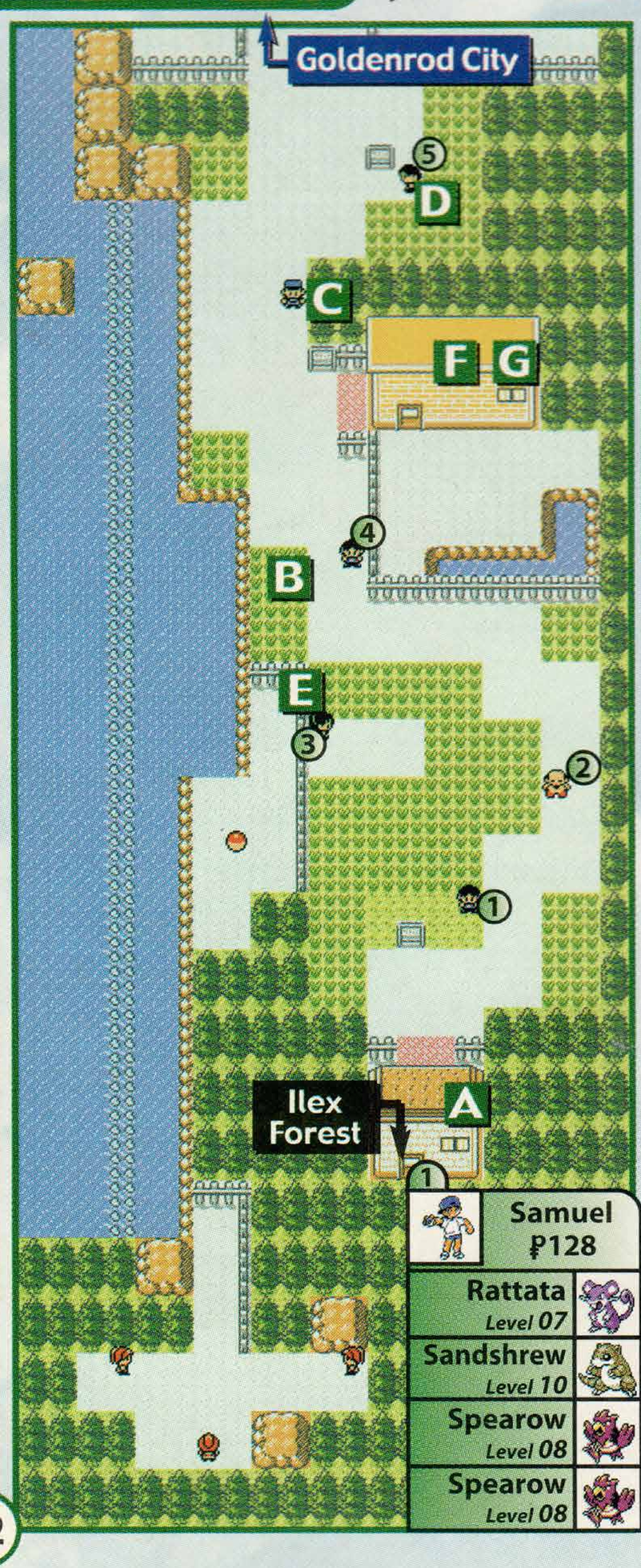
# SECTION D: GOLDENROD CITY'S PLAIN BADGE

***Goldenrod City is the biggest city in Johto, and there's a ton of things to do there. You can breed Pokémon at the nearby Day-Care, gamble for prizes at the Game Corner, shop at the Department Store, get a bike, visit the Radio Station... And, of course, challenge Whitney for the Plain Badge.***

section
## D-1 ROUTE 34

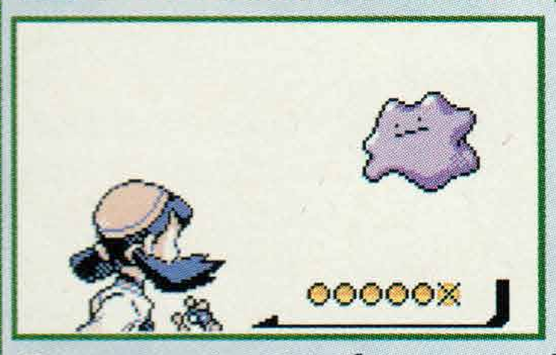
### A Free TM 12 (Sweet Scent) in Guard House

The lady with the Butterfree behind the counter will give you a free **TM 12** when you complete Ilex Forest. This move makes it harder for opponents to dodge in battle (which is fairly pointless), and can be used out of battle to lure a wild Pokémon into a battle with you (but only in areas where Pokémon naturally occur).

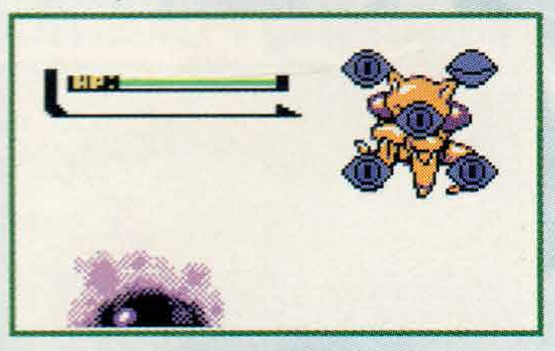



| | |
|---|---|
| 1 Samuel | ₽128 |
| Rattata | Level 07 |
| Sandshrew | Level 10 |
| Spearow | Level 08 |
| Spearow | Level 08 |
| 2 Brandon | ₽1040 |
| Snubbull | Level 13 |
| 3 Gina | ₽240 |
| Hoppip | Level 09 |
| Hoppip | Level 09 |
| Bulbasaur | Level 12 |
| 4 Ian | ₽192 |
| Mankey | Level 10 |
| Diglett | Level 12 |
| 5 Todd | ₽280 |
| Psyduck | Level 14 |

### B Difficult to Catch, but Well Worth the Trouble



This area is full of interesting Pokémon, including Snubbull and Jigglypuff, who appear much earlier than they did in Gold or Silver. You may want to catch an extra Abra, since someone in Goldenrod will trade you a Machop for one (in G/S, she wanted a Drowzee). Unfortunately, Abra always Teleport away immediately. That's where Gastly comes in: Use its Mean Look as your first attack and Abra won't be going anywhere.

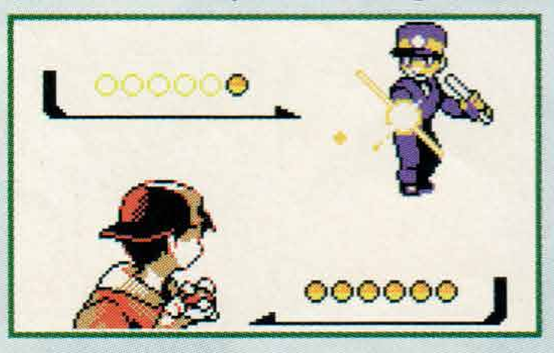


Make sure to snag some Ditto, too; their ability to breed with anything makes them one of the game's most useful Pokémon.

### C The Skittish Guard Attacks at Night

| | |
|---|---|
| Keith | ₽680 |
| Growlithe | Level 17 |

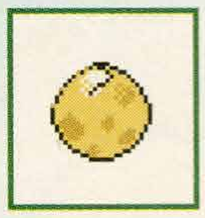
The guard at Point C is so concerned about crime that he attacks anything that moves at night... Even you! But if you can handle his Level 17 (!) Growlithe, you can earn a couple bucks by beating him.



## D E Trade Numbers With Todd and Gina

In Crystal, junior trainers have all sorts of useful things to say. If you give Todd your number after beating him in combat, he'll give you a call whenever the Goldenrod Department Store is having one of its rooftop sales (see page 37). Gina (trainer #3) gives you something even better when she calls back: A **Leaf Stone**.

## Has Professor Elm's Egg Hatched Yet?



The egg Professor Elm gave you hatches based on the number of steps taken. If you've made it this far, it probably already has. If not, check the egg's stats: the message there will give you an indication of how far along it is. When it does, congratultions--you have a Togepi!

### Togepi

*Togepi has a lot of fun attacks, like random move-unleashing Metronome (at level 7) and Encore, which forces your opponent to repeat its last attack 2-6 times (at level 25). It's too bad that Togepi's Attack and Speed scores are so low, as you'll need to use it constantly to make it tame enough to evolve into a Togetic.*

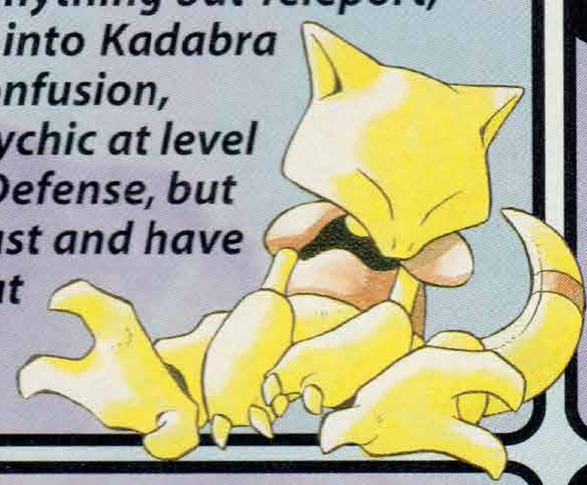
| Route 34 | Morning | Day | Night |
|---|---|---|---|
| Pidgey | 16% | 16% | - |
| Snubbull | 30% | 30% | - |
| Abra | 8% | 8% | 8% |
| Rattata | 30% | 30% | 30% |
| Ditto | 8% | 8% | 16% |
| Jigglypuff | 8% | 8% | 8% |
| Drowzee | - | - | 8% |
| Hoothoot | - | - | 30% |

| Route 34 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 10% | 50% | - |
| Krabby | 90% | 40% | 50% |
| Kingler | - | - | 40% |
| Corsola* | - | 10%* | 10%* |
| Staryu* | - | 10%* | 10%* |

*Corsola do not appear at night, Staryu only appear at night.

### Abra

*Abra can't do anything but Teleport, until it evolves into Kadabra at level 16. It then learns Confusion, Psybeam at level 21, and Psychic at level 38. This family has terrible Defense, but hardly needs it: they're so fast and have such high Special Attack that they can frequently win on the first turn.*



### Drowzee

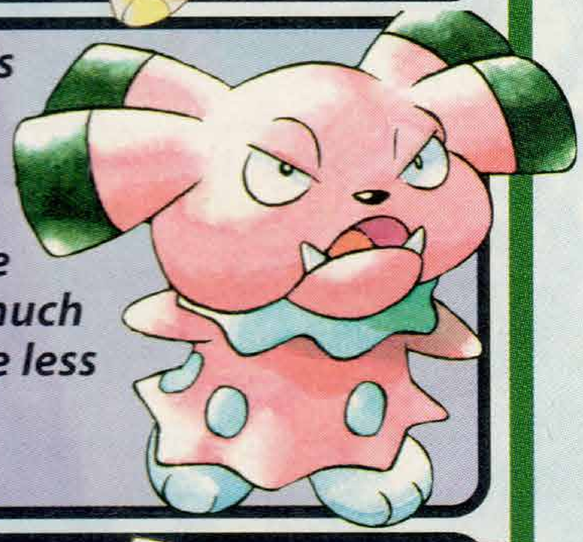
*Too slow to compete with other Psychics like Mewtwo and Alakazam, Drowzee and Hypno were often overlooked in Red/Blue/Yellow. Drowzee and evolved form Hypno have a few new late game attacks in Gold/Silver/Crystal, but are still just too slow.*

### Ditto

*In battle, Ditto is still a one-trick pony that can copy any opponent's moves, but not their stats (its stats are very low). But outside of battle, Ditto is capable of mating with just about any Pokémon, including those that seem like they don't have genders.*

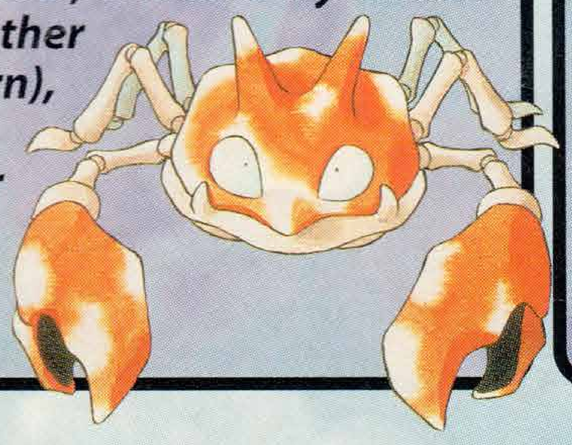
### Snubbull

*Snubbull is a Normal-type Pokémon that learns some nice early attacks like Ghost-type Lick and Dark-type Bite. But it doesn't learn too much after that, making it one of the less useful Normal-types.*



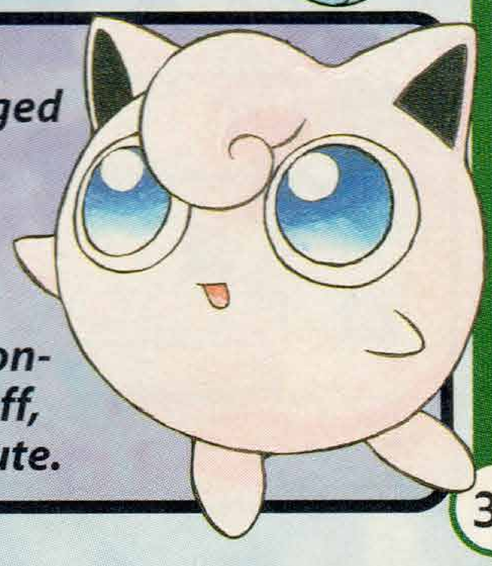
### Krabby

*Outside of one new Defensive technique (Protect, which only works well when combined with other moves that Krabby can't learn), this is the same old Krabby. Its strengths are good water attacks and the ability to learn four HM's: Cut, Surf, Strength and Whirlpool.*

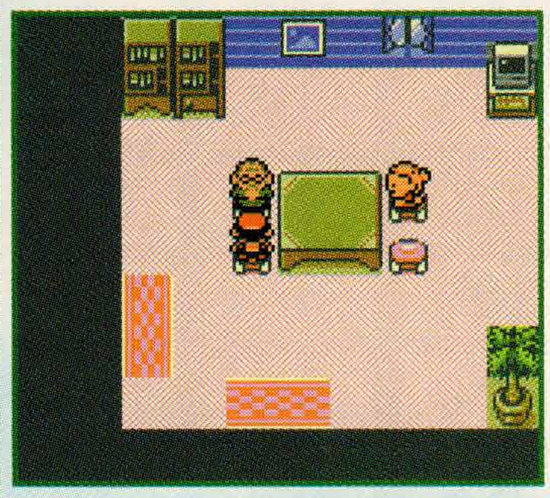


### Jigglypuff

*Not much has changed with Jigglypuff itself (although many of its old moves have been powered up a bit in Gold, Silver and Crystal). But like Pikachu, it can now lay an egg containing a new Pokémon, Igglybuff, that is even more obnoxiously cute.*



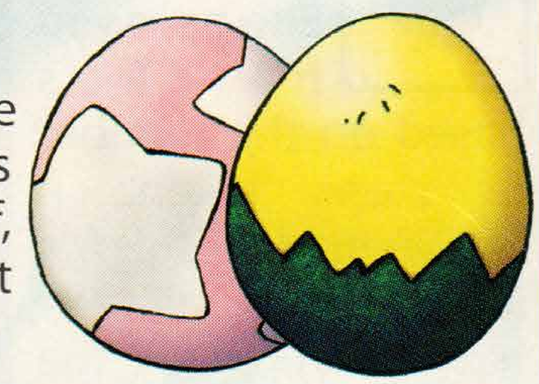
## F Breed Pokémon at the Day-Care



This nondescript building is one of the most important areas in the game. If you leave a Pokémon here, it will gain one EXP for every step you take. But if you leave both a male and a female, you may return to find that they've laid an egg. Keep that egg in your party, and it will hatch, like Togepi did. Breeding Pokémon like this is the only way to get more of certain Pokémon (like Eevee) and to get new pre-evolved Pokémon like Pichu.

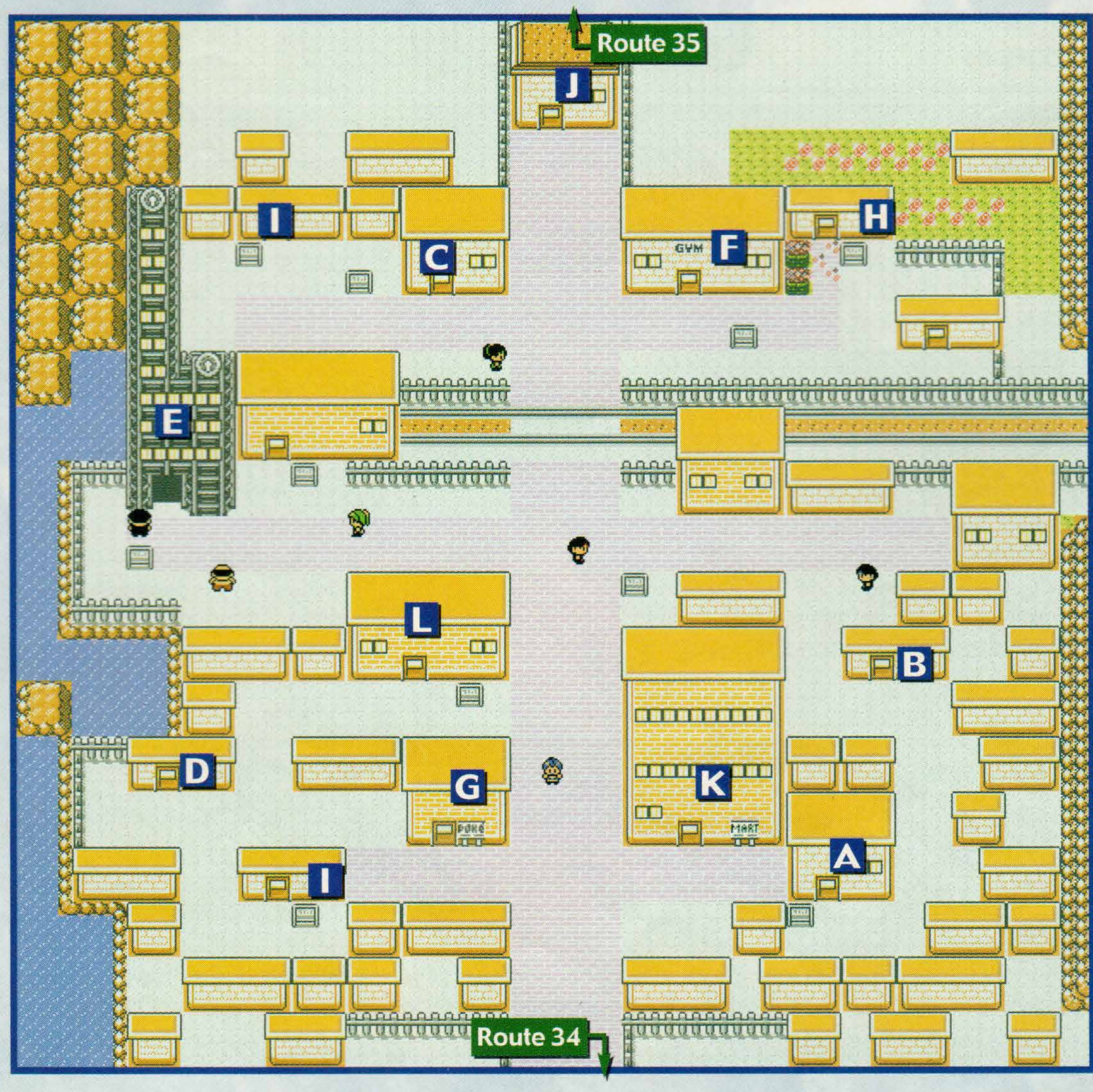
If you don't have a breeding pair, a similar Pokémon may suffice, or you can use a Ditto. They won't always mate, but it's worth a try. If they're gonna do it, it won't take long, but you can save time by looking at the Pokémon in the pen. If it says that they seem interested in each other, expect an egg. Check out our breeding section, beginning on page 109, for details.

## G Get an Abandoned Baby Pokémon Egg



In Crystal, you'll be given an **Odd Egg** the first time you visit. This egg, which will hatch as normal, contains a random pre-evolved Pokémon: Pichu, Cleffa, Igglybuff, Smoochum, Elekid, Tyrogue, Magby, or Togepi. Don't miss this opportunity to get a great Pokémon early!

# section D-2 GOLDENROD CITY




## A Get a Free Bike!

Sensing that you're a guy (or gal) who gets around, the manager of the Bike Shop will offer you a freebie if you promise to advertise his shop by riding around.

## B The Tame Tester

Certain Pokémon now evolve based on the hidden stat "Tameness". If you want to check how tame a Pokémon is, put it in your top slot and talk to this woman. She'll tell you what your Pokémon thinks of you, so you know how much you need to spoil it.

## C Name Rater

If a witty name for a favorite Pokémon has finally occurred to you, come to this guy and he'll let you change its name. Unfortunately, he won't let you change the names of Pokémon you received from other players or in-game traders.

## D Bill's House

Bill's home is here in Goldenrod City, but he's currently away in Ecruteak City. If you drop by to visit his family, they'll give you his phone number so you can call him whenever, and so he can call *you* when your box fills up.

Bill will head back home after you meet him in Ecruteak City, and if you come back to his house afterwards, he'll have a very nice surprise waiting for you.

## E Get the Radio and Blue Card at the Radio Tower

The Radio Tower is currently giving away **Radio Cards** to anyone who can pass their Pokémon quiz. For a pro like you, the quiz should be no problem. But if you do mess up, you can always try again (or just cheat: The answers are Yes, Yes, No, Yes, No). Once you insert your Radio Card into your PokéGear, you can enjoy their wide array of progams (see chart on right).

There's one new program in Crystal: Buena's Password show. Here's how it works: Visit her on the second floor to get the **Blue Card**. Listen to the show between 6:00 pm and midnight, then visit her on the station's 2nd floor and repeat the password. Every time you do this, you'll get a point on your Blue Card, which can be redeemed for the fantastic prizes shown here.

| Prizes (in Points) | |
|---|---|
| ULTRA BALL | 2 |
| FULL RESTORE | 2 |
| NUGGET | 3 |
| RARE CANDY | 3 |
| PROTEIN | 5 |
| IRON | 5 |
| CARBOS | 5 |
| CALCIUM | 5 |
| HP UP | 5 |

### Other Radio Programs

**Oak's PKMN Talk**

*Professor Oak's radio program lists locations where you can catch wild Pokémon.*

**Pokémon Music**

*The Pokémon music channel either attracts or repels wild Pokémon, depending on the tempo.*

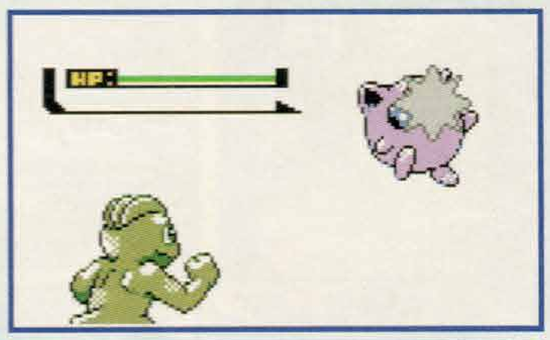
**Lucky Channel**

*If the day's lucky number matches the ID number of a Pokémon you own, you can win a Master Ball!*

## F Battle Whitney for the Plain Badge

| | |
|---|---|
| 1 Victoria ₽1496 | |
| Sentret | Level 09 |
| Sentret | Level 13 |
| Sentret | Level 17 |
| 2 Samantha ₽1408 | |
| Meowth | Level 16 |
| Meowth | Level 16 |
| 3 Carrie ₽432 | |
| Snubbull | Level 18 |
| 4 Bridget ₽360 | |
| Jigglypuff | Level 15 |
| Jigglypuff | Level 15 |
| Jigglypuff | Level 15 |

All the Pokémon in Whitney's Clefairy-shaped Gym (squint at the map if you can't see the Clefairy) are plain-vanilla Normal Pokémon. That means the Machop you can trade for in the Department Store (page 37) would be obscenely powerful (even a low-level one can take down most of the Junior Trainers' Pokémon in one shot), and that your Gastly is just plain immortal. Of course, that works both ways, since Normal Pokémon are immune to Ghost techniques. But you can use your Gastly to put your foes to sleep and then swap in something else.



Whitney has some tough Pokémon: Clefairy's Metronome can screw up your careful plans (or backfire completely), and Miltank gives out a serious beating. Put it to sleep with Gastly and use a Rock-type Pokémon (they have partial resistance to Normal) to take it down.

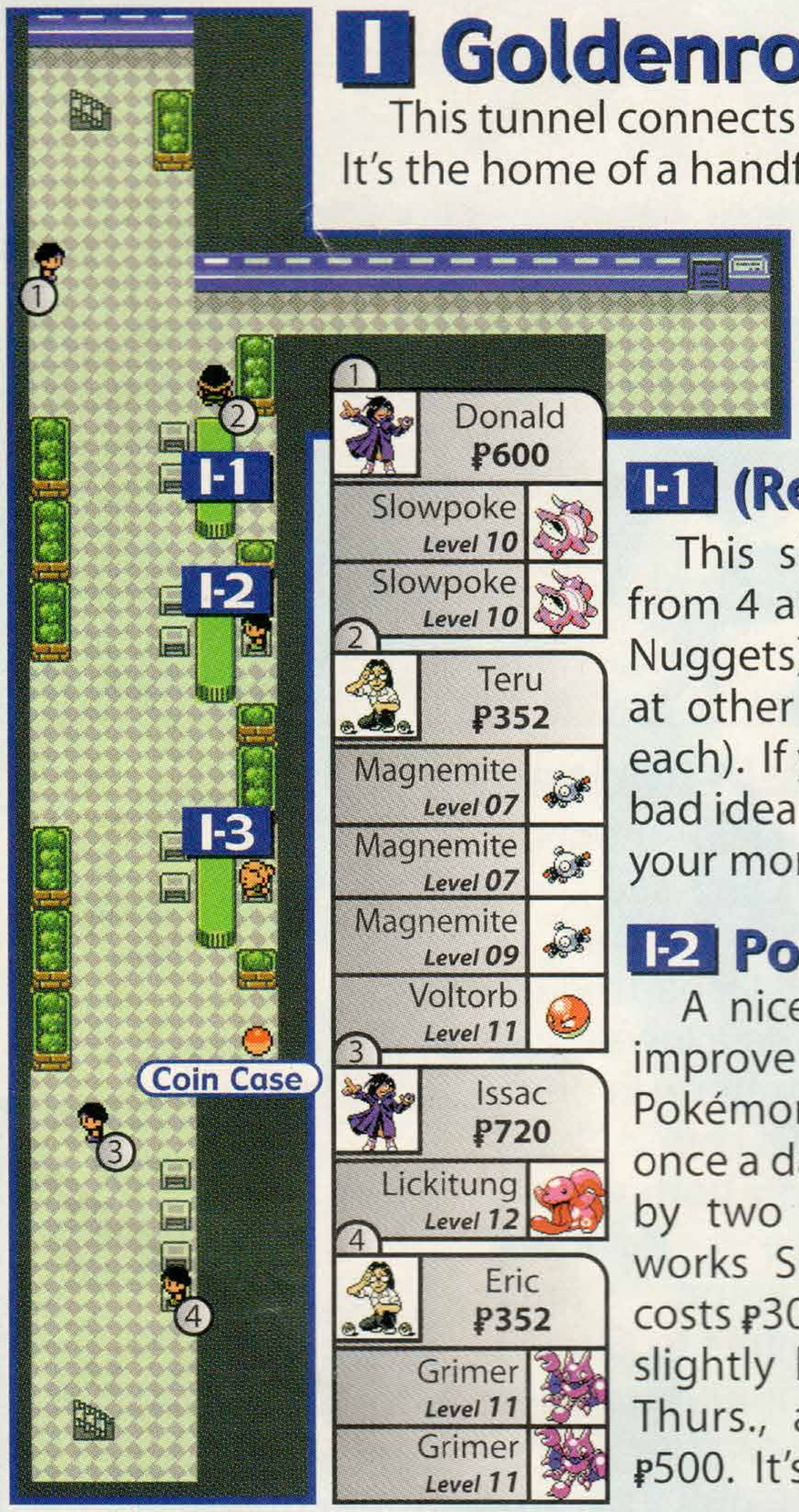
| | |
|---|---|
| 5 Whitney ₽2000 | |
| Clefairy | Level 18 |
| Miltank | Level 20 |

## G Trade Eon Mail for Revives

The woman in this Pokémon Center wants Eon Mail in a big way. She'll trade you a Revive for each one you give her. The best way to get Eon Mail is by using Mystery Gift with a Pokémon Pikachu™ 2 GS. Since Mail costs 0 watts, you can do it over and over again and get an unlimited amount of Eon Mail. If you don't have a Pokémon Pikachu™ 2 GS, the only way you can get Eon Mail is as a random Mystery Gift item.

## H Get the Squirtbottle

In Gold and Silver, this woman merely gave you the **Squirtbottle**. But it's a little more difficult in Crystal. You'll have to head northeast, cutting through Route 35, and find the woman's daughter standing by the Sudowoodo tree on Route 36. Follow her home and mom will give you the Squirtbottle you need to proceed.




## I Goldenrod City Tunnel

This tunnel connects the two points marked "I" on the Western side of Goldenrod City. It's the home of a handful of trainers, the Pokémon Salon, and a pair of shops with erratic business hours. It's also where you'll find the **Coin Case**. With this item, you can begin gambling at the Goldenrod City Game Corner (point L) whenever you're ready.

The door at the end of the side path leads to the warehouses beneath the Department Store, but it's currently locked.

### I-1 (Relatively) Cheap Trinkets Shop

This shop is only open Monday mornings from 4 am to 9 am. It sells valuable items (like Nuggets) that have no use, but could be resold at other shops for a small profit (₽500-₽1000 each). If you have a lot of cash, it might not be a bad idea to buy a bunch so you won't risk losing your money if all of your Pokémon faint.

### I-2 Pokémon Salon

A nice beauty treatment will improve the "tameness" of any Pokémon (you can get one done once a day). The shop is manned by two brothers: The younger works Sun., Wed., and Fri. and costs ₽300; The elder (who does a slightly better job) works Tues., Thurs., and Sat., and charges ₽500. It's closed on Mondays.

### I-3 Bitter Medicine

This shop is only open on weekends. It sells items that heal or revive Pokémon, and are cheaper than the standard Pokémon Mart versions. The catch is that Pokémon hate the medicine, so using it will lower their "tameness."

| Pharmacy | |
|---|---|
| ENERGYPOWDER | 500 |
| ENERGY ROOT | 800 |
| HEAL POWDER | 450 |
| REVIVAL HERB | 2800 |

## J Run an Errand for the Border Guard

As you leave Goldenrod to the north, talk to the guard in the guardhouse. He'll ask you to deliver a message to his friend way back on Route 31 (shown to the right). The message comes around the neck of a Spearow, so you'll need an empty slot in your party to do it. If you complete the errand, you'll get **TM 50** (Nightmare) from the friend, and an **HP Up** the next time you talk to the guard. You can do it now if you want, but if you wait until you unblock the path to Violet City at Route 36, it will be a lot easier.

# K Department Store

You can get all sorts of great things here. The supplements on the fourth floor permanently beef up your Pokémon, the TM's are great (note that Headbutt and Rock Smash aren't available until you earn them elsewhere first), and the Lemonade for sale on the sixth floor is the most economical healing item in the game. If you can make it to one of the occasional rooftop sales, a new feature in Crystal, you can get even better deals.

| Dept. Store 2F | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |

| Dept. Store 2F | |
|---|---|
| POKé BALL | 200 |
| GREAT BALL | 600 |
| ESCAPE ROPE | 550 |
| REPEL | 350 |
| REVIVE | 1500 |
| FULL HEAL | 600 |
| POKé DOLL | 1000 |
| FLOWER MAIL | 50 |

| Dept. Store 3F | |
|---|---|
| X SPEED | 350 |
| X SPECIAL | 350 |
| X DEFEND | 550 |
| X ATTACK | 500 |
| DIRE HIT | 650 |
| GUARD SPEC | 700 |
| X ACCURACY | 950 |

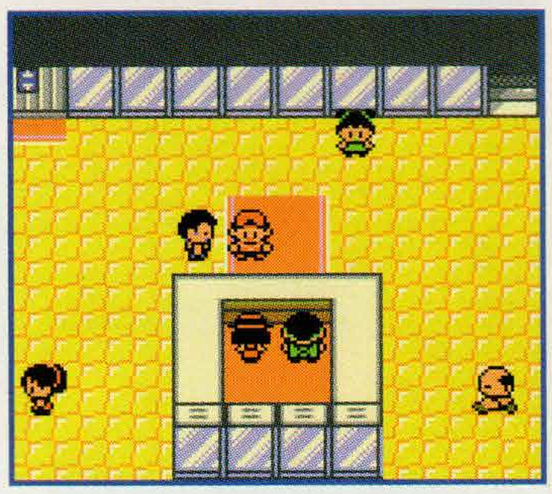
| Dept. Store 4F | |
|---|---|
| PROTEIN | 9800 |
| IRON | 9800 |
| CARBOS | 9800 |
| CALCIUM | 9800 |
| HP UP | 9800 |

| Dept. Store 5F | |
|---|---|
| TM 41 (Thndr. Punch) | 3000 |
| TM 48 (Flame Punch) | 3000 |
| TM 33 (Ice Punch) | 3000 |
| TM 02 (Headbutt) | 2000 |
| TM 08 (Rock Smash) | 1000 |

| Dept. Store 6F | |
|---|---|
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |

| Rooftop Sale | |
|---|---|
| POKé BALL | 150 |
| GREAT BALL | 500 |
| SUPER POTION | 500 |
| FULL HEAL | 500 |
| REVIVE | 1200 |

## K-1 Free TM's on Sunday!



The woman in red behind the counter only shows up on Sundays. She'll give you one free TM when you first talk to her: **TM 27** (Return) if your lead Pokémon is in a good mood, or **TM 21** (Frustration) if it's in a bad mood. Unless you routinely abuse your Pokémon, TM 27 is the one you want, so check with the Tame Tester first.

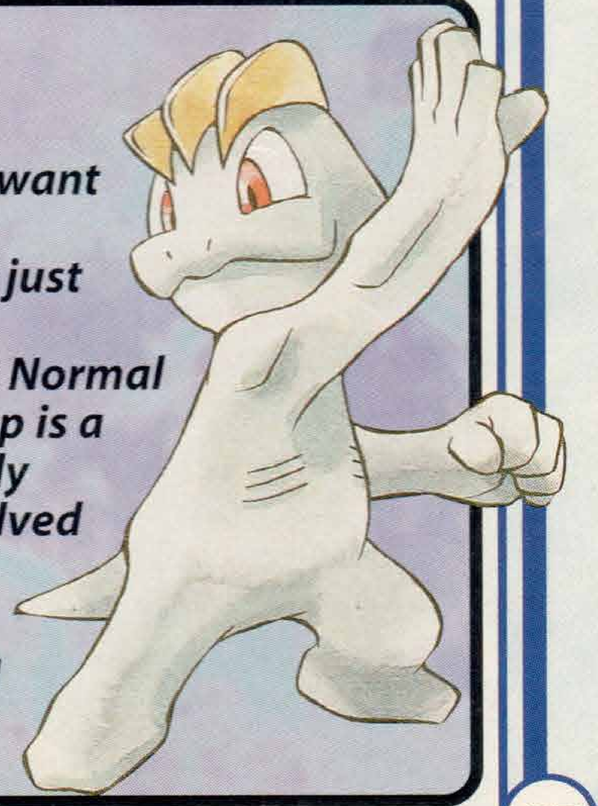
## K-2 Trade an Abra for a Machop

Also on the fifth floor is a boy who will trade his Machop for your Abra. Don't miss this opportunity to get a great Pokémon early! As a nice bonus, it comes with a free **Gold Berry** in its pouch.

## K-3 Great Bargains on the Roof

There's no real schedule to the rooftop sales held at the Department Store, but if you traded phone numbers with Todd in route 34, he'll give you a heads up when one happens. Everything is about 25% off, and the stock (which may change on later sales) includes some hard-to-find items.

### Machop



*You can catch a wild Machop later, but you want one now, since the Goldenrod City Gym is just ahead and Fighting Pokémon rock against Normal Pokémon. And Machop is a great Fighter, especially now that it and its evolved forms start with Low Kick and can learn powerful new Fighting moves like Cross Chop at level 37.*

# L Game Corner

Once you get the Coin Case in the Tunnel, you can buy coins and start gambling. In the Crystal version, the Pokémon you can win are Abra (which you can trade for that Machop), Wobbuffet (which can also be caught in the Dark Cave) and Cubone (which can be caught much later in Kanto's Rock Tunnel). You can also trade in your coins for the game's best Fire, Ice, and Electric TM's.

| Prizes (in coins) | |
|---|---|
| TM 25 (Thunder) | 5500 |
| TM 14 (Blizzard) | 5500 |
| TM 38 (Fire Blast) | 5500 |
| Abra | 100 |
| Cubone | 800 |
| Wobbuffet | 1500 |

## The Classic Slot Machines

The slots are a little different this time around. The individual wheels stop at a set distance after you hit the button, so it is possible to get "into a groove" and make them stop where you want. This takes time, practice, reflexes, and may give you a killer headache. If that doesn't sound so good, try the cards.

If you do do the slots, play three at once so you can score off of diagonals.

*Since all the slots have the same pattern and go at the same speed, those with lightning reflexes can nail triple 777's.*

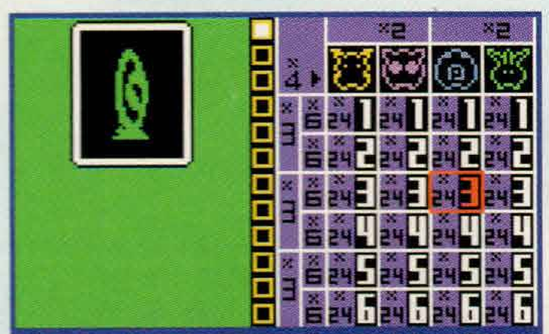
*But you never know when falling Golem or some other random effect will mess it up.*

**PAYOFFS**

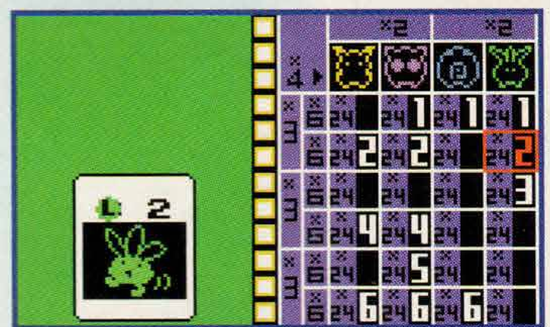
| | |
|---|---|
| x 6 | x 15 |
| x 8 | x 50 |
| x 10 | x 300 |

## The New Card Flip Game

The card flip game is new in Gold/Silver/Crystal. If you make bets on individual cards (instead of betting on rows or columns), the odds of this game are actually in your favor, since pulled cards disappear from the board until your twelfth mistake (so on the twelfth bet, you have a 1-in-12 chance of getting a 24-to-1 payoff). Spend enough time on this game and you can turn a small coin investment into a free Pokémon or TM.



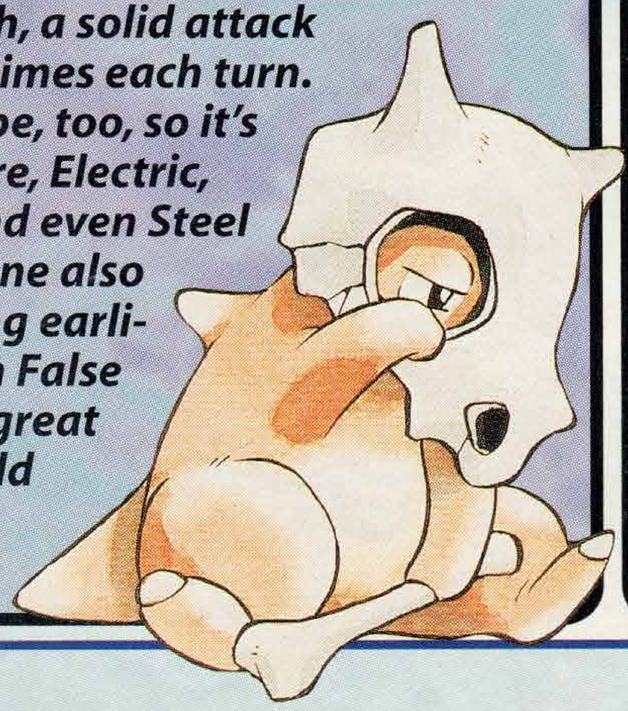
*At the beginning, the odds of getting a 24-to-1 payoff are an even 1 in 24.*



*But by the twelfth turn, the odds of the same payoff are 1 in 12.*

## Cubone

***Pure Ground Cubone (and its evolved form, Marowak), now have a third exclusive move: Bone Rush, a solid attack that strikes 2-5 times each turn. It's a Ground-type, too, so it's great against Fire, Electric, Poison, Rock, and even Steel Pokémon. Cubone also gets Bonemerang earlier, and can learn False Swipe (which is great for capturing wild Pokémon).***



## Wobbuffet

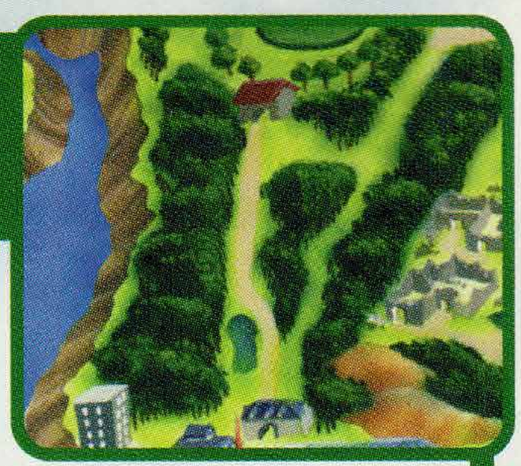
***Wobbuffet has poor stats but hardly needs them; It's got a ton of HP and it can only do damage by taking it. It gets four moves right off the bat (and never learns any more): Counter, Safeguard, Mirror Coat, and Destiny Bond. See the theme? Three of them reflect attacks back on their user. For a novelty Pokémon, Wobbuffet isn't too bad, especially when you're fighting a Pokémon with only Normal or only Special attacks, so you know whether to use Counter or Mirror Coat. And Destiny Bond is always good for a K.O. on the way out.***

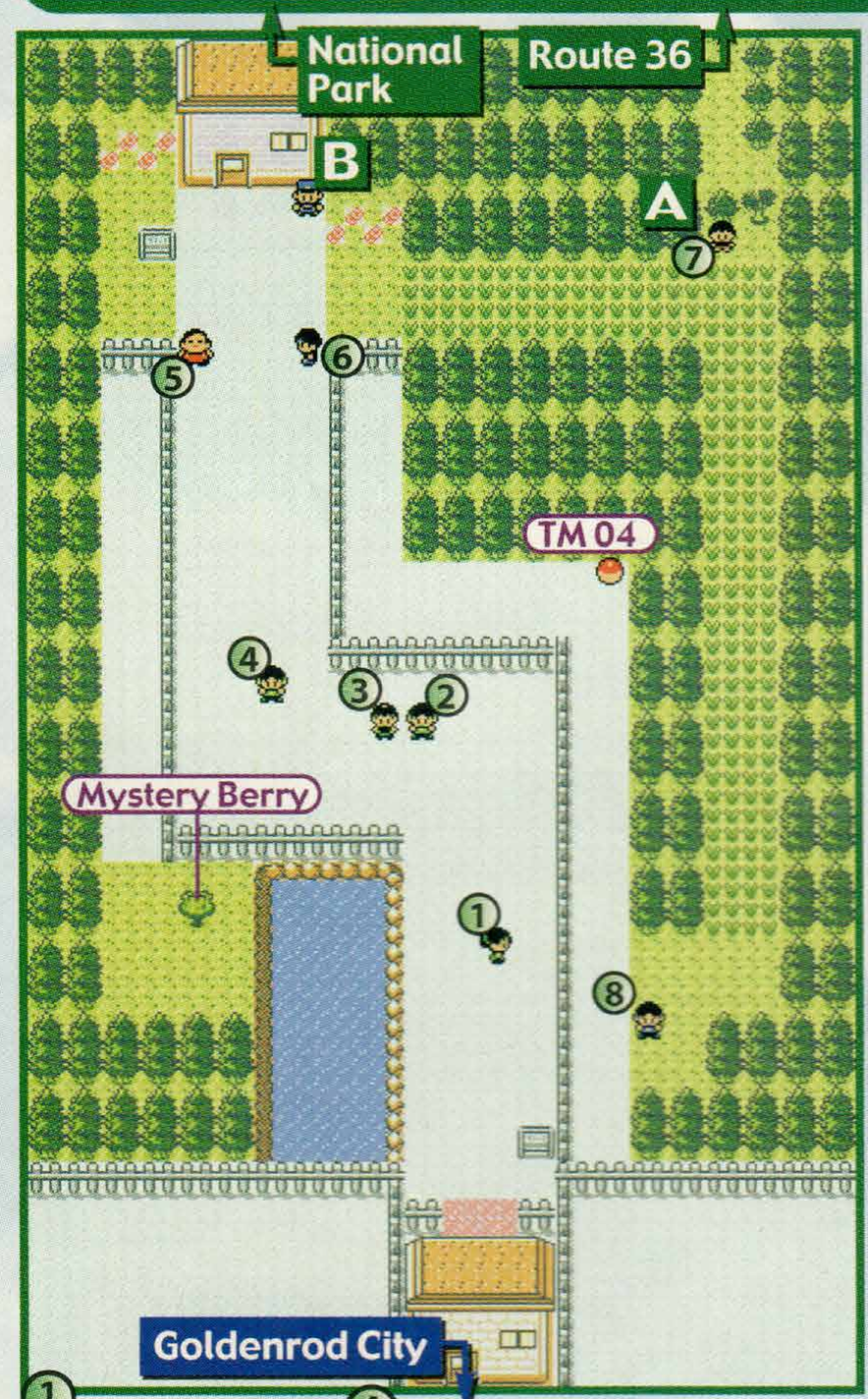
# Section E: The Fog Badge

***Ecruteak City is the City of Legends, and it's there you'll find the homes of four new Legendary Pokémon. At the moment, these powerful beasts are way out of your league, but you can sharpen your skills by hunting rare Pokémon at the National Park and battling Morty's Phantom Army.***

# Route 35

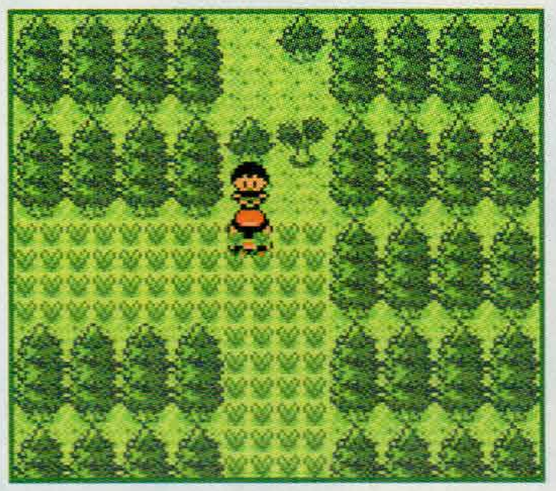
section **E-1**






## A Prepare for a Yanma Swarm

Route 35 is the sole habitat of the Yanma Pokémon. Catching one now is tough, since they only appear in significant numbers when they swarm (Nidoran also appear during Yanma swarms). Trade phone numbers with Arnie, and he'll give you a ring when that happens. Then continue on to **TM 04** (Rollout).



## B Another Skittish Guard

Like the guard back in Route 34, this guy will attack anyone who passes by at night. Once again it seems clear that Growlithe are the Pokémon of choice for law enforcement personnel. Who knew?

**Dirk** ₽560
- Growlithe *Level 14*
- Growlithe *Level 14*

| Route 34 | Morning | Day | Night |
|---|---|---|---|
| Growlithe | 24% | 24% | – |
| Snubbull | 24% | 24% | – |
| Pidgey | 31% | 31% | – |
| Abra | 12% | 12% | 24% |
| Jigglypuff | 4% | 4% | 12% |
| Ditto | 4% | 4% | 4% |
| Nidoran ♀ | 0%* | 0%* | 0%* |
| Nidoran ♂ | 0%* | 0%* | 0%* |
| Yanma | 1%* | 1%* | 1%* |
| Psyduck | – | – | 20% |
| Drowzee | – | – | 12% |
| Hoothoot | – | – | 27% |

*Numbers increase during swarms

**1 Kim** ₽300
- Vulpix *Level 15*

**2 Elliot** ₽300
- Sandshrew *Level 13*
- Marill *Level 12*

**3 Brooke** ₽320
- Pikachu *Level 16*

**4 Ivan** ₽280
- Diglett *Level 10*
- Zubat *Level 10*
- Diglett *Level 14*

**5 Walt** ₽624
- Magmar *Level 11*
- Magmar *Level 13*

**6 Irwin** ₽560
- Voltorb *Level 02*
- Voltorb *Level 06*
- Voltorb *Level 10*
- Voltorb *Level 14*

**7 Arnie** ₽240
- Venonat *Level 15*

**8 Bryan** ₽336
- Pidgey *Level 12*
- Pidgeotto *Level 14*

## Nidoran♂

Male Nidoran get powerful early attacks (like Horn Attack at level 8), but not much late in the game. So your best bet is to evolve it into a Nidorino at level 16, then use a Moon Stone to evolve again before level 23 (when Nidoking learns Thrash).

## Nidoran♀

Like the Males, Nidoran females should probably be evolved into Nidoqueen as early as possible. And nope, the rumor that you can breed a Nidoking and Nidoqueen to make a super-powerful Pokémon isn't true. Too bad.

## Yanma

Yanma is one of those Pokémon you get to have, not to use. It has mediocre stats, weak attack moves, and a combination of types (Bug and Flying) that hurts more than it helps.

## Growlithe

Growlithe's evolved form, Arcanine, has always been the best Fire Pokémon (though some people prefer Charizard). With a third Fire attack (Flame Wheel) and the ability to learn Fireblast from a TM, it's better than ever.

# section E-2 NATIONAL PARK

### A Get the Quick Claw

Talk to this woman, and she'll give you the **Quick Claw**. When equipped by a Pokémon, this will sometimes let that Pokémon get the first attack, regardless of its Speed. So give it to your slowest fighter and surprise foes by getting the first strike.

### B A Hole in the Fence

If you look carefully, you'll see a missing rung in the fence. That's the opening you need to get all the way around to **TM 28** in the southwest corner of the park. TM 28 contains Dig, a solid ground attack that can also be used to teleport you out of dungeons!

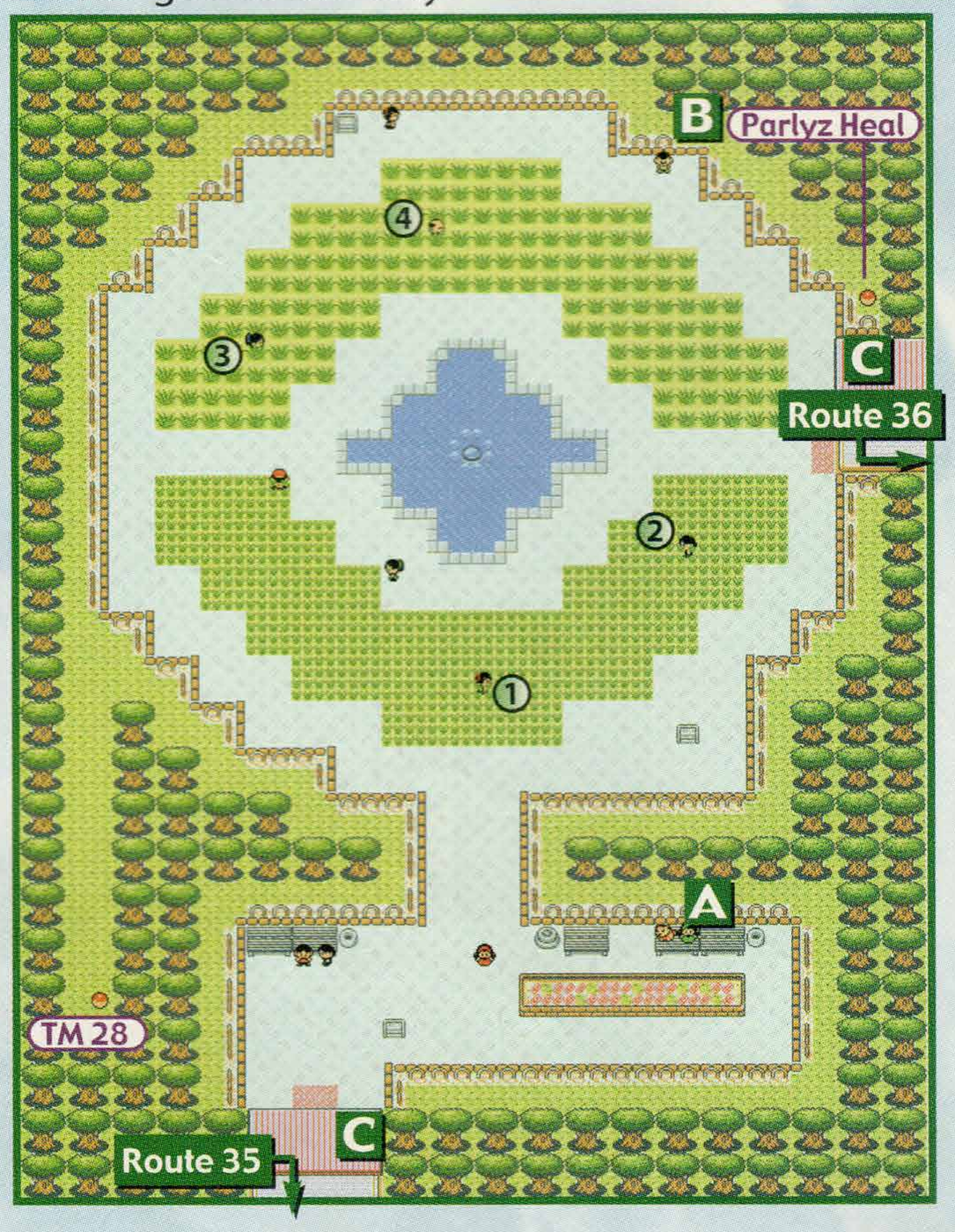
| NATIONAL PARK | Morning | Day | Night |
|---|---|---|---|
| Ledyba | 16% | – | – |
| Caterpie | 8% | 8% | – |
| Weedle | 8% | 8% | – |
| Pidgey | 8% | 8% | – |
| Nidoran♀ | 24% | 24% | – |
| Nidoran♂ | 36% | 36% | – |
| Sunkern | – | 16% | – |
| Venonat | – | – | 16% |
| Spinarak | – | – | 20% |
| Psyduck | – | – | 24% |
| Hoothoot | – | – | 40% |

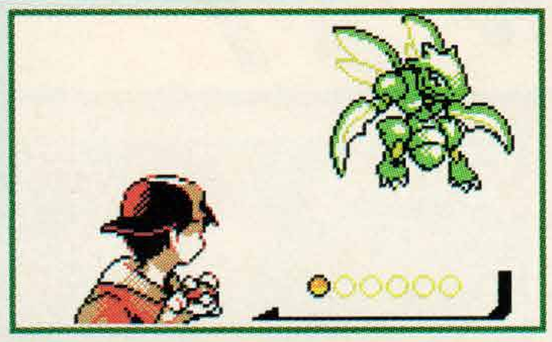
1 Beverly ₽1120
Snubbull Level 14

2 Jack ₽480
Oddish Level 12
Voltorb Level 15

3 Krise ₽360
Oddish Level 12
Cubone Level 15

4 William ₽1120
Raichu Level 14





## C The Bug-Catching Contest

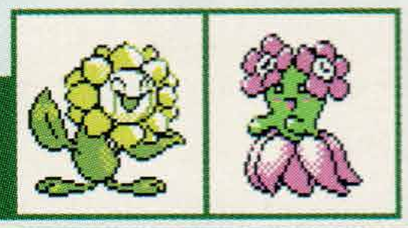
When you enter the park on Tuesdays, Thursdays, and Saturdays (from either side), you'll have the opportunity to participate in a free bug-catching contest.

You'll get to take one of your Pokémon and twenty Park Balls (which are not very effective). You have about 20 minutes, but you'll probably catch a winner or use up your balls before that. When you're done, just leave the way you came and the judging will begin.

You can only hold one captured Pokémon at a time, so if you have one and catch another, you'll have to pick one to set free. The goal is to catch the best Pokémon you can get. You get points based on the rarity of the Pokémon (Scyther, Pinsir, Beedrill and Butterfree are the highest), and on the Pokémon's level. First prize wins a **Sun Stone**, Second gets an **Everstone**, and Third gets a **Gold Berry**. Everyone else gets a regular **Berry**. And of course, you get to keep the Pokémon you caught.

Since this is the only place to get Scyther and Pinsir, as well as the Sun Stone, you may want to enter repeatedly. Unfortunately, there is only one competition per day.

*You can use your Sun Stone immediately to evolve your Sunkern or Gloom.*

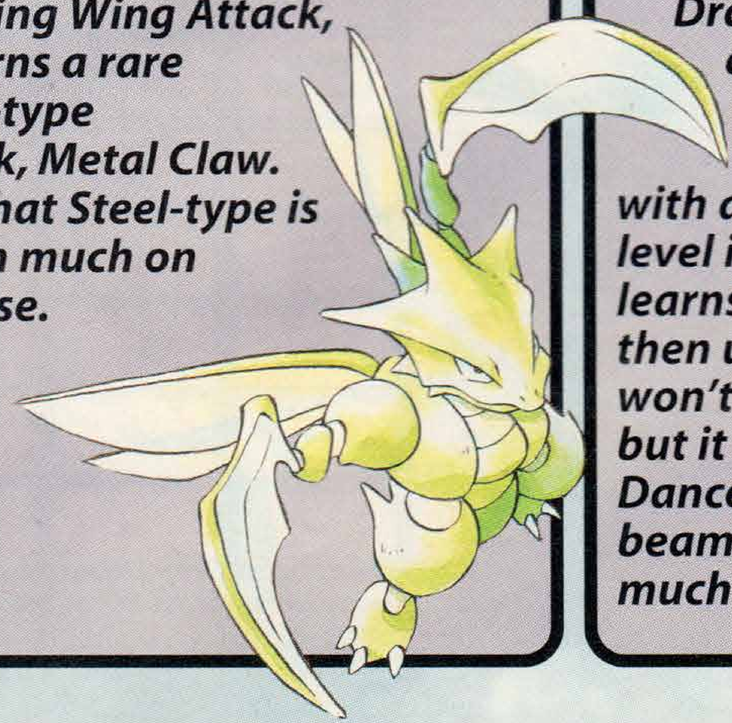


| Bug-Catching Contest | Morning | Day | Night |
|---|---|---|---|
| Caterpie | 20% | 20% | 20% |
| Metapod | 14% | 14% | 14% |
| Butterfree | 4% | 4% | 4% |
| Weedle | 20% | 20% | 20% |
| Kakuna | 14% | 14% | 14% |
| Beedrill | 4% | 4% | 4% |
| Venonat | 8% | 8% | 8% |
| Paras | 8% | 8% | 8% |
| Scyther | 4% | 4% | 4% |
| Pinsir | 4% | 4% | 4% |

### Scyther

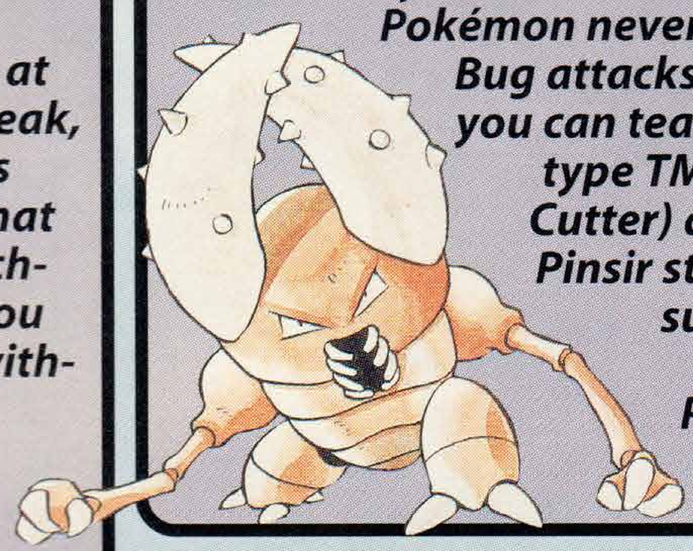
***Good old Scyther is back, and better than ever. The best news is Scyther's new False Swipe, which it learns at level 18. While relatively weak, this attack always leaves its victim with at least 1 HP. That makes it invaluable for catching other Pokémon, since you can put them into the red without risking a K.O.***

***Scyther can evolve now, by trading it with the Metal Coat item. This new half-Steel Pokémon, Scizor, loses Speed but gains Attack and Defense. And instead of learning Wing Attack, it learns a rare Steel-type attack, Metal Claw. Not that Steel-type is worth much on offense.***



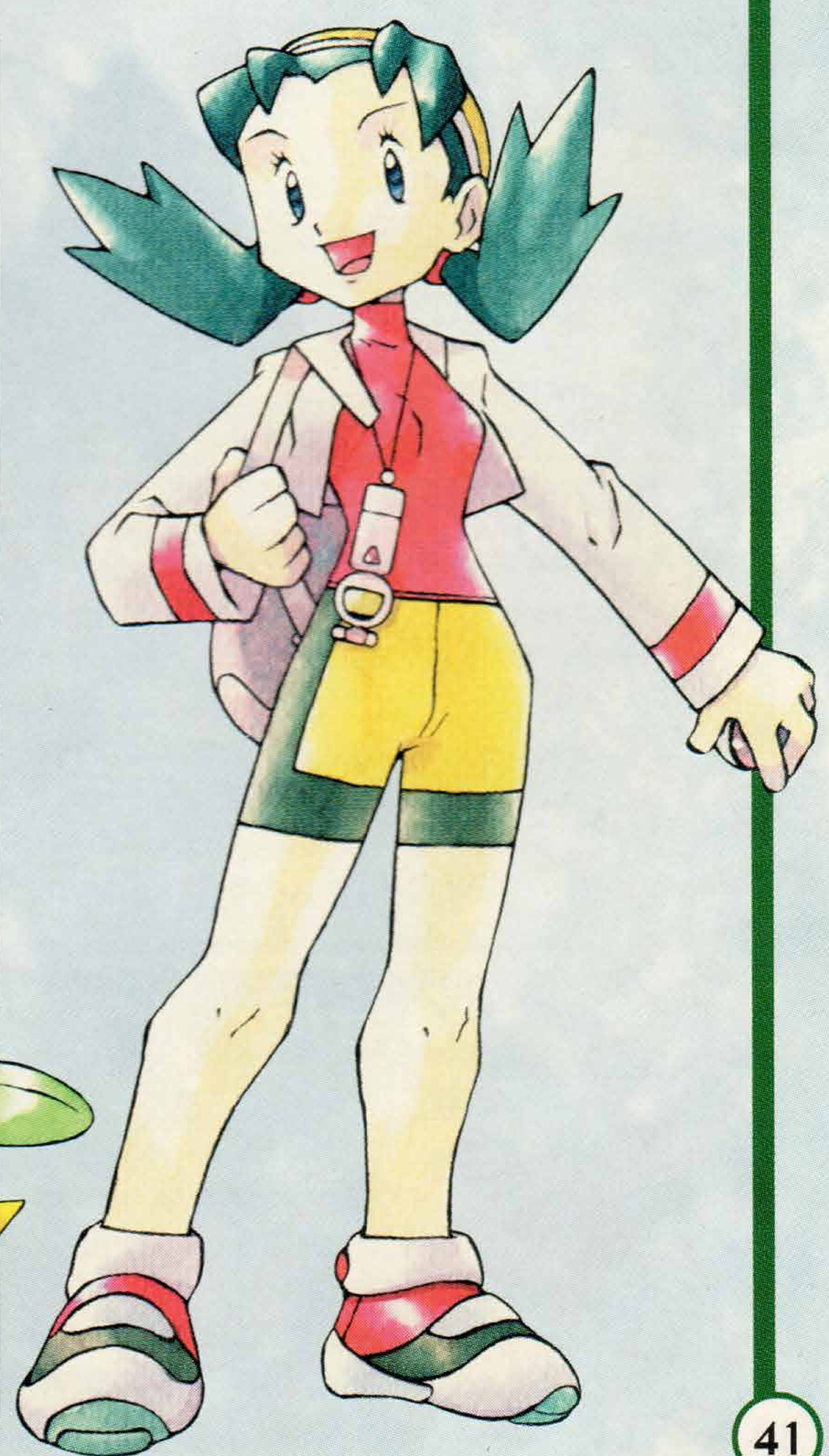
### Pinsir

***Poor Pinsir is always second-best to Scyther. This straight Bug Pokémon never gets any Bug attacks, but now you can teach it Bug-type TM 49 (Fury Cutter) and make Pinsir strong versus Psychic and Dark Pokémon.***

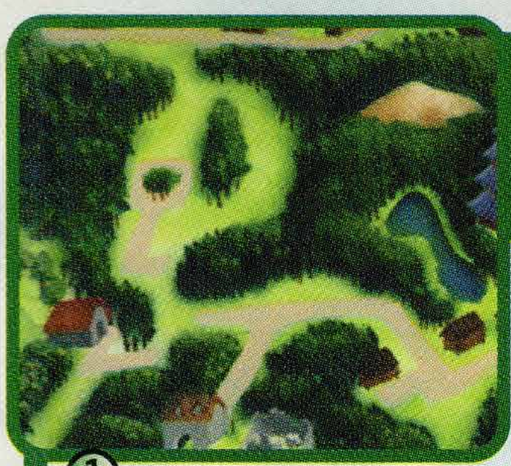


### Sunkern

***This straight Grass-type Pokémon can learn Absorb, Mega Drain, and Giga Drain. Its stats are among the worst in the game, but you can evolve it into a Sunflora at any time with a Sun Stone, so level it up to 10 (so it learns Mega Drain) then use the Stone. It won't get Giga Drain, but it will learn Petal Dance and Solarbeam... And get much better stats!***



section
# E-3 ROUTE 36+37



## A Trade Numbers For a Fire Stone

Elemental Stones are phenomenally rare, but Alan here doesn't have any problem finding them. After you beat him, give him your phone number. Eventually, he'll call and offer you a free **Fire Stone**, no strings attached!

## B C Water (and Capture) the Sudowoodo

At Point B, you'll find the daughter of the Flower Shop woman in Goldenrod City. Talk to her, then head back to see her mom in Goldenrod City and get the **Squirtbottle**. Take that to the "tree" at Point C and give it a squirt. A Sudowoodo Pokémon will then attack--capture it carefully, since if you K.O. it, it's gone for good.

## D More Free Stuff

The "tree" wasn't too popular, and this guy will give you **TM 08** just for uprooting it. It contains Rock Smash, which breaks certain rocks that you'll soon encounter, and deals Fighting-type damage while lowering opponents' Defense in battle.

## E Three Apricorn Trees

These trees contain **Red**, **Blue** and **Black** Apricorns, which can be made into Level, Lure, and Heavy balls by Kurt in Azalea Town. Like all Berries, they grow back every day.

## F Mr. Thursday G and Mr. Sunday

You know the drill: Talk to Arthur, who appears at point F on Thursdays, and get a **Hard Stone**, which powers up Rock attacks (go Sudowoodo!). Talk to Sunny at point G on Sundays for a **Magnet**, which beefs up Electric moves.

1 Mark ₽480
Abra Level 13
Abra Level 13
Kadabra Level 15

2 Alan ₽512
Tangela Level 16

3 Ann+Anne ₽320
Jigglypuff Level 16
Clefairy Level 16

4 Greg ₽544
Drowzee Level 17

Ecruteak City
Ice Berry
National Park
Violet City
Route 35
Ruins of Alph

## Sudowoodo

*This odd tree creature is the game's only pure-Rock Pokémon, which is kind of cool. With a good Attack and Rock's traditional high defense, Sudowoodo is the worst nightmare of Fire, Ice, Flying and Bug-types. Just keep it away from Water, Grass, Ground and Fighting-type Pokémon.*

## Stantler

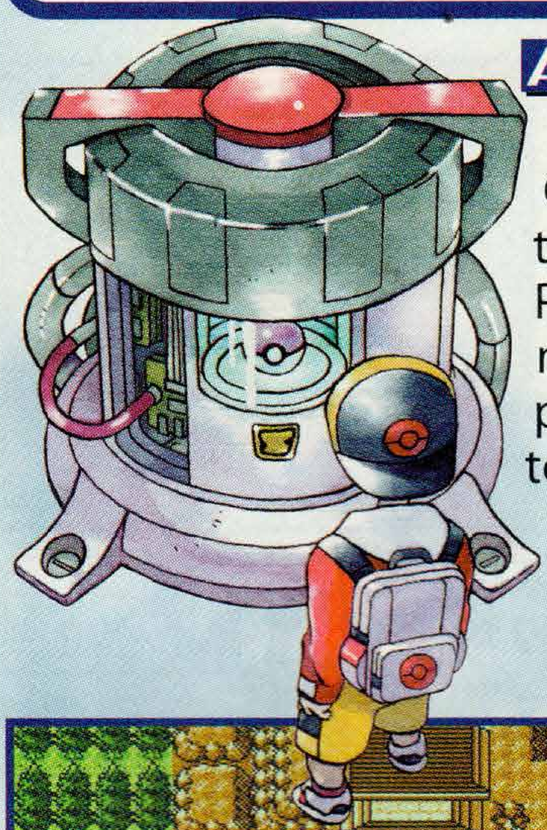
*This feral antelope has uniformly solid stats and particularly high Attack and Speed scores. It can learn a couple of decent Normal attacks (Stomp at 23 and Take Down at 40), but its moves are otherwise on the weak side. Since it can't evolve, and there are better Normal-types out there, it might not be a good idea to spend a lot of time leveling up this one.*

| Route 37 | Morning | Day | Night |
|---|---|---|---|
| Ledyba | 20% | - | - |
| Ledian | 5% | - | - |
| Growlithe | 50% | 30% | - |
| Pidgey | 20% | 50% | - |
| Pidgeotto | 5% | 20% | - |
| Spinarak | - | - | 20% |
| Ariados | - | - | 5% |
| Hoothoot | - | - | 20% |
| Noctowl | - | - | 5% |
| Stantler | - | - | 50% |

*NOTE: Route 36 (the small plot of grass to the left of Point A) contains Ledyba, Pidgey, Growlithe, Bellsprout, Spinarak, Gastly, and Hoothoot at levels 4-6.*

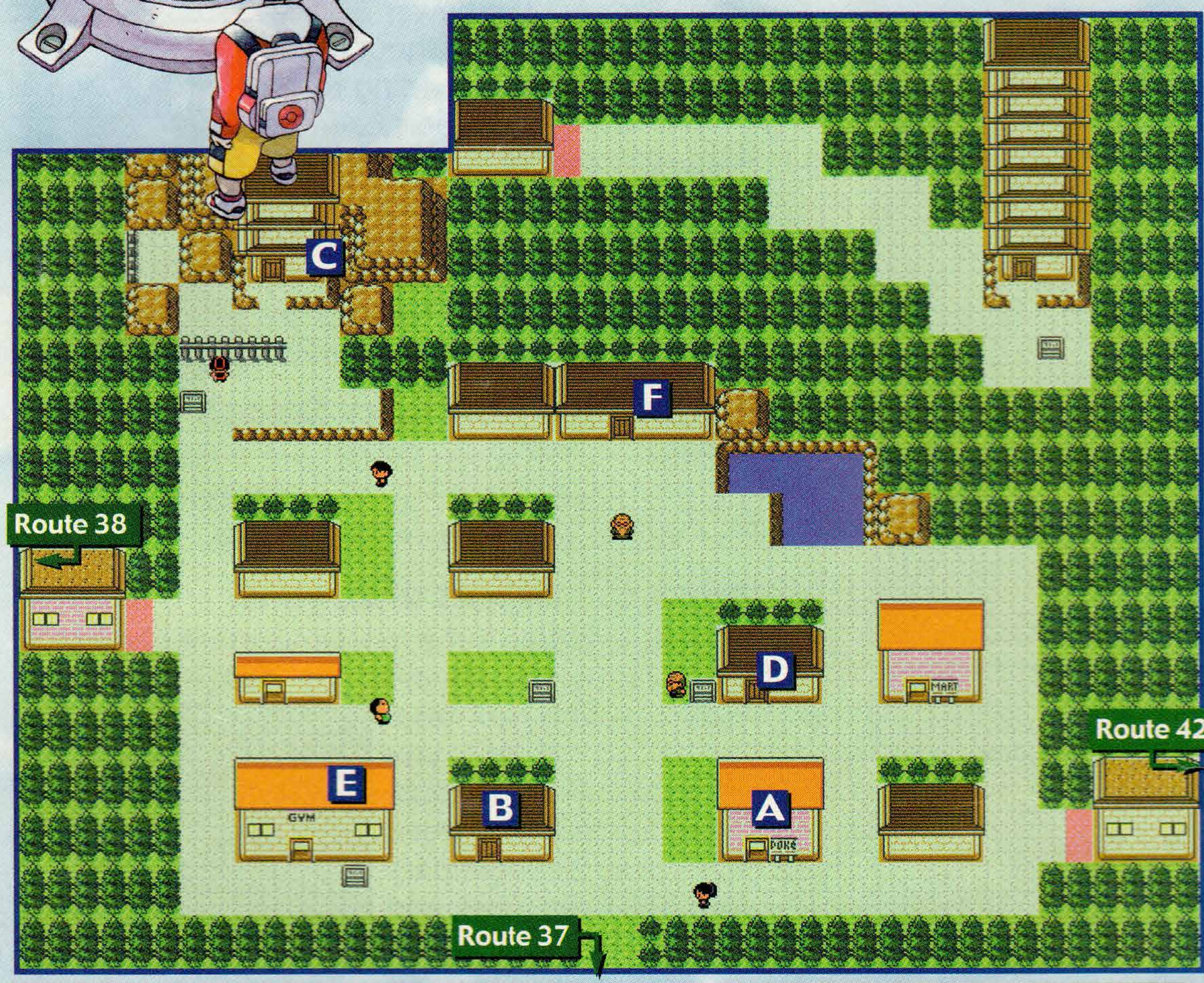
# ECRUTEAK CITY

section **E-4**



## A The Time Capsule is Fixed!

You'll find Bill waiting for you in Ecruteak City's Pokémon Center, and all the news is good. They've managed to repair the Time Capsule on the second floor, which lets you trade Pokémon between your Crystal pack and your old Red, Blue or Yellow packs. The machine will be up and running tomorrow (the day after you meet Bill), but there's plenty to do in Ecruteak City in the meantime. Or you could always follow Bill back to his home in Goldenrod City for a free Eevee!




## B The Item Finder

The man in this small house will give you the classic **Item Finder**. When you use it (it's a good idea to assign it to SELECT), you'll be able to hear from the beeps if there are any hidden items nearby.

## C The Burned Tower

They say Lugia left when the tower burned down, but there may still be some Legends about. You'll need to explore this area (page 44) before you can challenge the Gym (page 45). But be ready for the tough rival battle that awaits inside.

## D Battle at The Dance Hall for HM 03

If you defeat the five dancers on the Dance Hall stage (each has a different Eevee form), one of the spectators will give you **HM 03**, Surf! They're tough, but you can go heal between fights.

| | | |
|---|---|---|
| Naoko ₽1224 | Zuki ₽1224 | |
| Flareon Level 17 | Umbreon Level 17 | |
| Sayo ₽1224 | Kuni ₽1224 | Miki ₽1224 |
| Espeon Level 17 | Vaporeon Level 17 | Jolteon Level 17 |

## Eevee

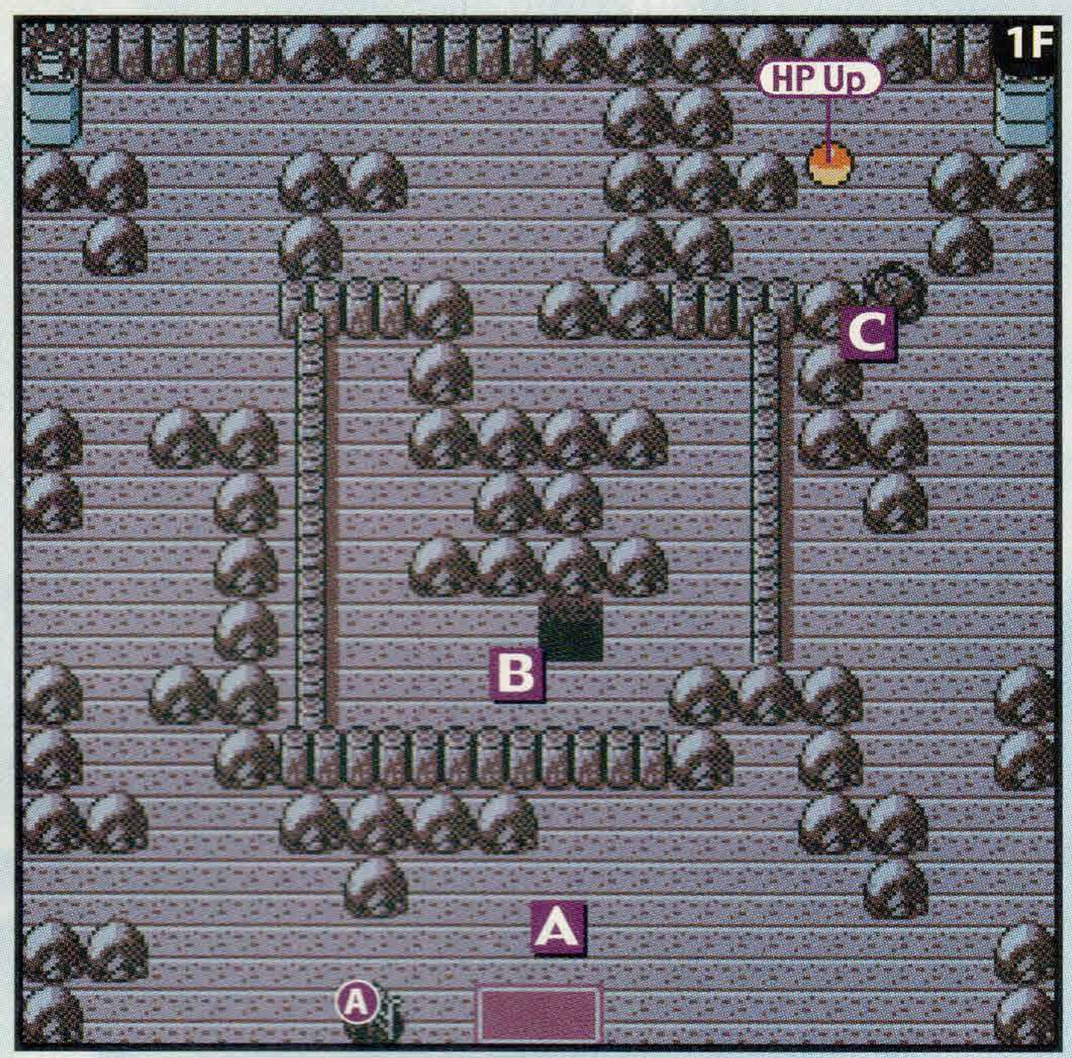
***Eevee has two new evolutions, Espeon and Umbreon, which evolve based on Eevee's "tameness" and whether it's night or day. So to get all five, you'll need a lot of Eevee. Since they're no longer available in the Celadon City Game Corner, that means breeding it with a Pokémon in the same breeding group or Ditto (see the breeding section for the whole list).***

| Poké Mart | |
|---|---|
| POKé BALL | 200 |
| GREAT BALL | 600 |
| POTION | 300 |
| SUPER POTION | 700 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| ICE HEAL | 250 |
| BURN HEAL | 250 |
| REVIVE | 1500 |

section
# E-5 BURNED TOWER

## A Meet Eusine and Morty

The Burned Tower has been completely redesigned in Crystal. Inside, you'll meet Eusine, a new character, and Morty the Gym leader. Eusine is completely obsessed with catching Suicine, and will be a major player in several new Crystal-only events. He seems friendly now, but that doesn't mean he won't challenge you later...




## B Your Rival Returns

You can't get to the lower floor of the Burned Tower without facing your rival and his ever-expanding roster of Pokémon. Bring your best counter-type Pokémon for taking down his starter, 'cause at level 22, it's likely to be stronger than any of yours. Psychics are good here, since Zubat and Haunter are both part Poison. Fire and Ground are good picks against his new Magnemite.

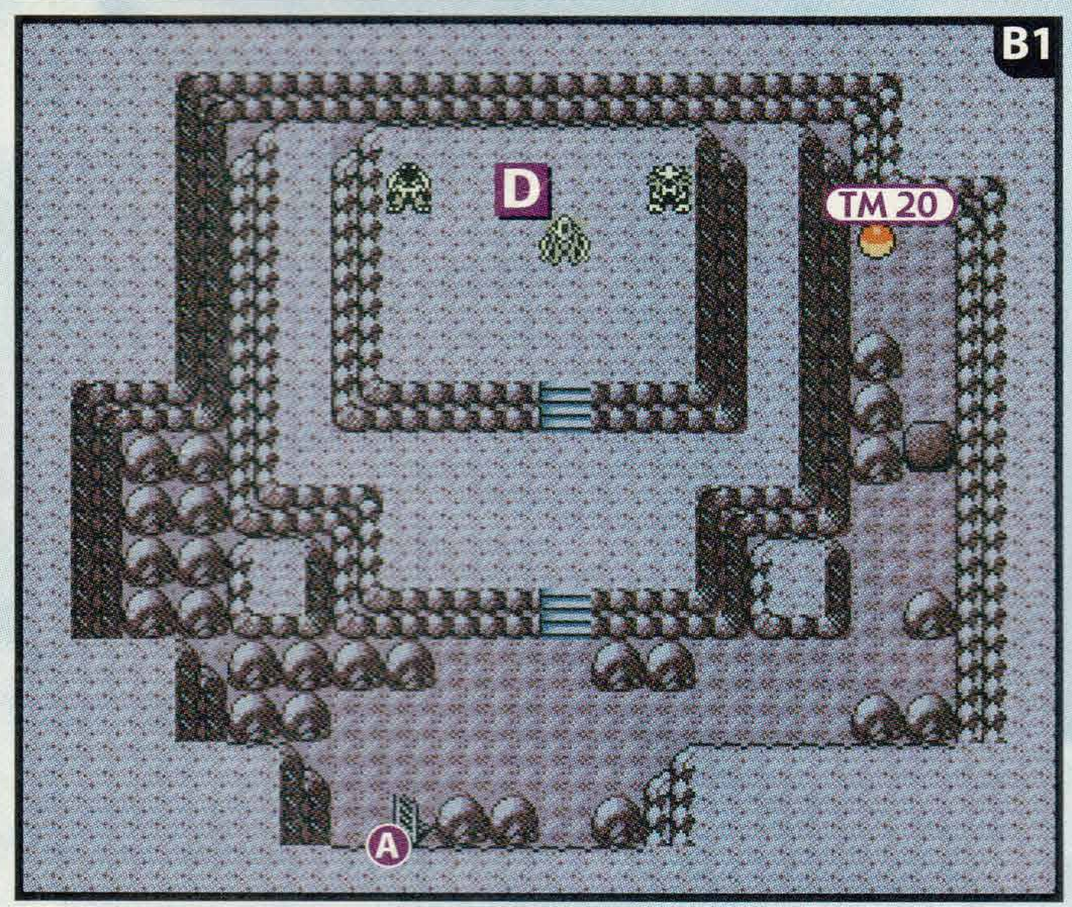
| Rival ₽1320 | |
|---|---|
| Haunter Level 20 | |
| Magnemite Level 18 | |
| Zubat Level 20 | |
| (Starter) Level 22 | ? |

## C Shatter Stone With Rock Smash

Did you teach a Pokémon TM 08 yet? If not, do it now and bring that Pokémon along. You can use it to smash rocks like this one, revealing an easy **Hp Up**.

## D Unleash the Beasts of Legend

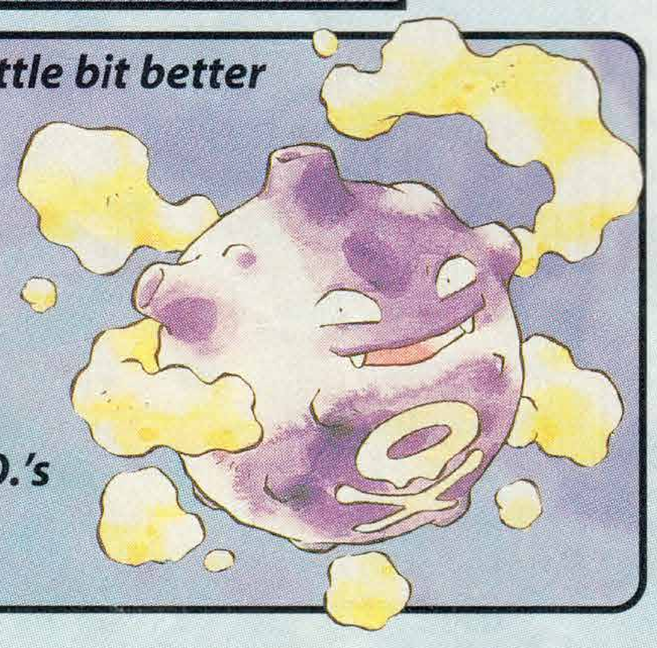
That pit in the middle is the most important part of this dungeon. It drops you down to the pedestal with the three Pokémon, who turn from stone to flesh when you approach them, and then bolt. Congratulations: You just freed three new powerful Legendary Pokémon in the Gold, Silver and Crystal versions (see the next page for more info), and your work here is done.




| Tower 1F | Morning | Day | Night |
|---|---|---|---|
| Rattata | 65% | 65% | 65% |
| Raticate | 5% | 5% | 5% |
| Zubat | 15% | 15% | 15% |
| Koffing | 15% | 15% | 15% |

| Tower B1 | Morning | Day | Night |
|---|---|---|---|
| Rattata | 15% | 15% | 15% |
| Zubat | 15% | 15% | 15% |
| Koffing | 65% | 65% | 65% |
| Weezing | 5% | 5% | 5% |

**Koffing** *Koffing is a little bit better in the Gold, Silver, and Crystal versions. Nothing major has changed, but it now starts with Poison Gas (an attack that always poisons its foe, which can be very useful), and can learn Destiny Bond (which K.O.'s both Pokémon when Koffing faints).*



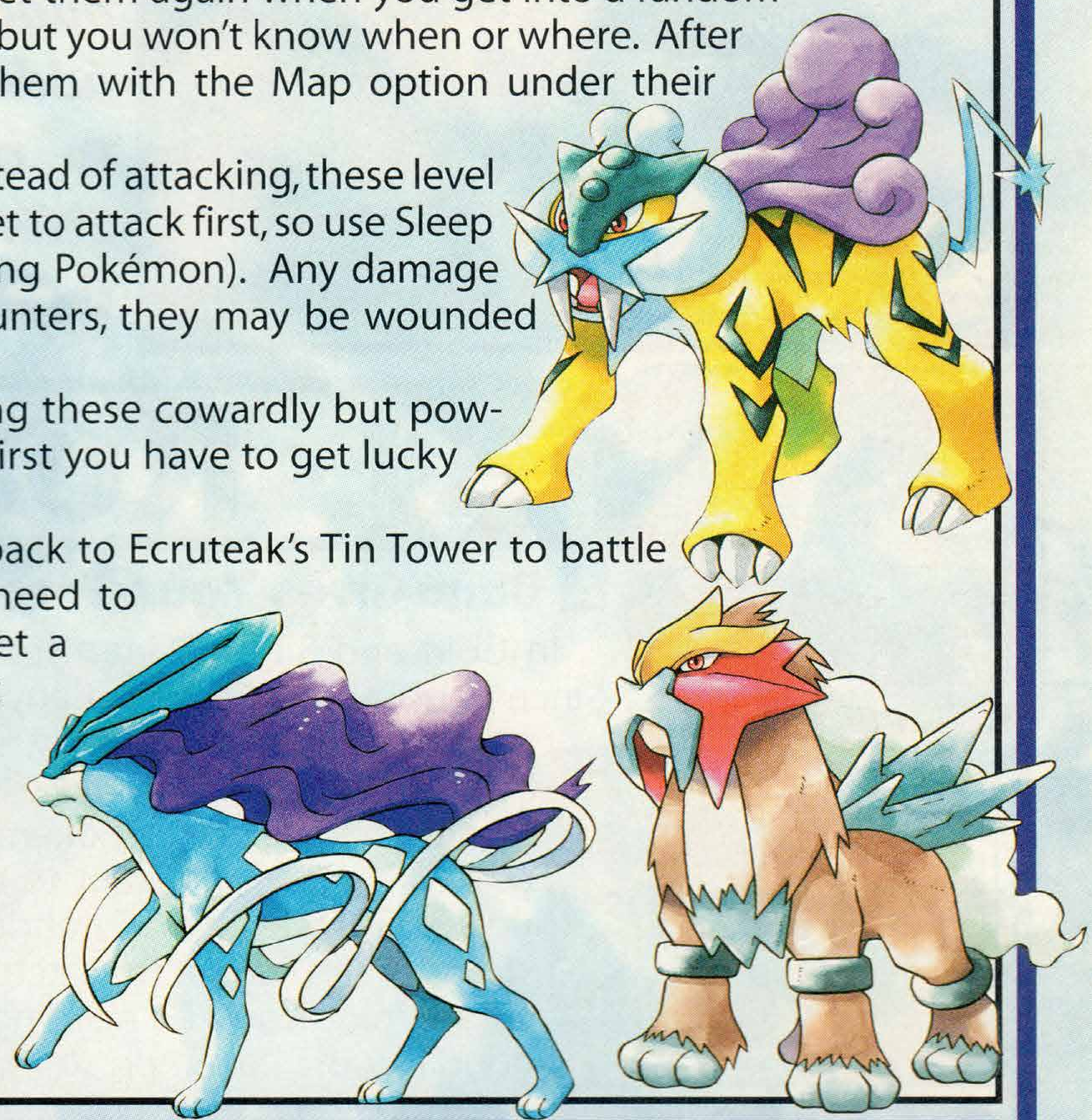
## Three New Legendary Pokémon

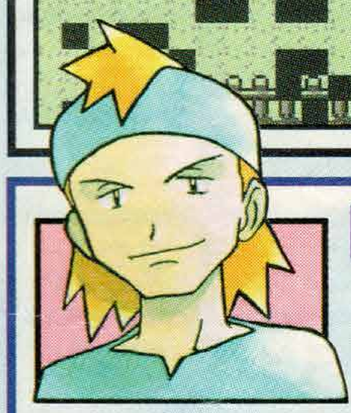
You haven't seen the last of Suicune: It will appear in several additional game events before you have a chance to catch it. Raikou and Entei, however, are in the wind now, and will spend the rest of the game wandering from Route to Route in Johto. You'll meet them again when you get into a random battle and one appears instead of a local Pokémon, but you won't know when or where. After you run into them once, you'll be able to track them with the Map option under their PokéDex entries.

Don't be afraid when you do encounter them: Instead of attacking, these level 40 Pokémon will run away immediately (you may get to attack first, so use Sleep if your active Pokémon has it, but don't try changing Pokémon). Any damage you do won't heal, so after enough random encounters, they may be wounded enough to catch.

Actually, there is an art to tracking and capturing these cowardly but powerful beasts, which we'll discuss on page 102. But first you have to get lucky and run into both of them.

After you get the Clear Bell on page 64, come back to Ecruteak's Tin Tower to battle Suicine. One new twist in Crystal is that you'll need to catch Suicune, Entei, and Raikou before you'll get a chance to catch Ho-oh at the top of the Tin Tower.





### E Battle Morty for the Fog Badge

The Ecruteak City Gym is full of pitfalls that send you back to the beginning, so follow the arrow and stay in line with the Junior Trainers when you're moving horizontally. Of course, then you won't be able to avoid them, but that may be for the best. Morty is a tough opponent, and you need all the practice you can get.

There are a couple of ways to handle this gym. One is to come in with powerful Psychics (since all these Ghosts are part Poison) and try to K.O. them quickly. Kadabra is fast, so a high-level one can do a lot of damage. Another is to exploit the Normal-type resistance to Ghost by teaching a straight Normal Pokémon (like Sentret) a non-Normal attack, like Surf or Dig. Most of the Ghosts won't be able to hurt it, except by using Curse, an attack that usually backfires (it costs the user 1/2 of its HP) and that you can easily get around by swapping out your Pokémon (unless you were hit with Mean Look). Also, Dark-type attacks work great here, so use Pokémon with moves like Bite and Pursuit.

*Yeah, go ahead and stab yourself with a nail (Curse), Haunter. I'll just retreat to get around it.*

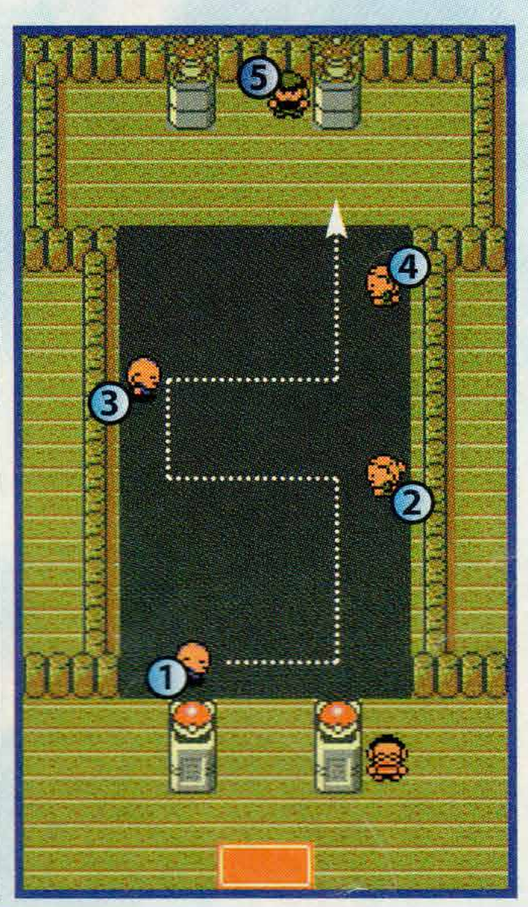
1 **Ping** ₽512
- Gastly Level 16
- Gastly Level 16
- Gastly Level 16
- Gastly Level 16
- Gastly Level 16

2 **Grace** ₽800
- Haunter Level 20
- Haunter Level 20

3 **Jeffrey** ₽704
- Haunter Level 22

4 **Martha** ₽800
- Gastly Level 18
- Gastly Level 20
- Haunter Level 20

5 **Morty** ₽1600
- Gastly Level 21
- Haunter Level 21
- Gengar Level 25
- Haunter Level 23



# SECTION F: THE MINERAL & STORM BADGES

***You'll have to do some swimming, but the areas west of Ecruteak City offer two badges in a row. It's a short trip, but we've added in some side quests you may want to attempt when you learn Surf and Strength. They're your only chance to get three rare (and very cool) Pokémon.***

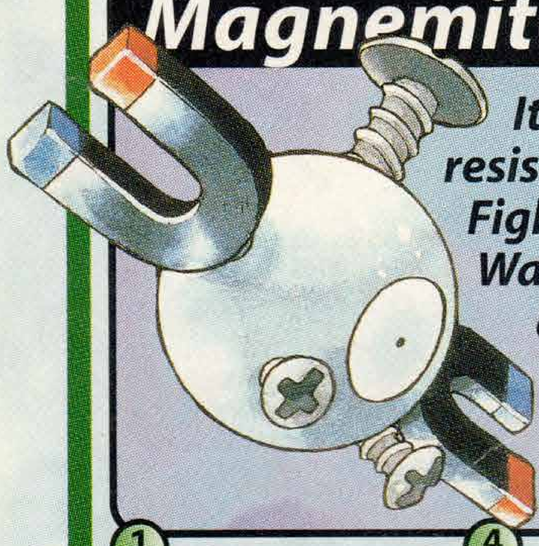
section
## F-1 ROUTE 38+39

### A Dana Gives You a Free Lightning Stone

In Gold and Silver, Dana used to give you information about Snubbull swarms. Since Snubbull don't swarm anymore, that wouldn't be much use. But if you trade numbers with her anyway, sooner or later she'll call up and give you a free **Thunderstone**. You can use that to turn your Eevee into a Jolteon, giving you one of the best Electric Pokémon in the game. If you don't want to use up your Eevee (or the Thunderstone), make sure to catch a Magnemite. You'll be needing a good Electric Pokémon soon.

| Route 38 | Morning | Day | Night |
|---|---|---|---|
| Tauros | 10% | 10% | - |
| Miltank | 10% | 10% | - |
| Rattata | 30% | 25% | - |
| Raticate | 25% | 25% | 25% |
| Magnemite | 25% | 25% | 25% |
| Pidgeotto | - | 5% | - |
| Meowth | - | - | 40% |
| Noctowl | - | - | 10% |

### Magnemite



***There have been some big changes for little Magnemite. It's now Electric/Steel, which gives it resistance to everything except Ground, Fighting, and Fire (which it's weak to) and Water (which it isn't). It finally learns a decent late game attack, Zap Cannon, an Electric move with a strength of 100 that always Paralyzes–but only hits half the time.***

1 Harry ₽760
- Wooper Level 19

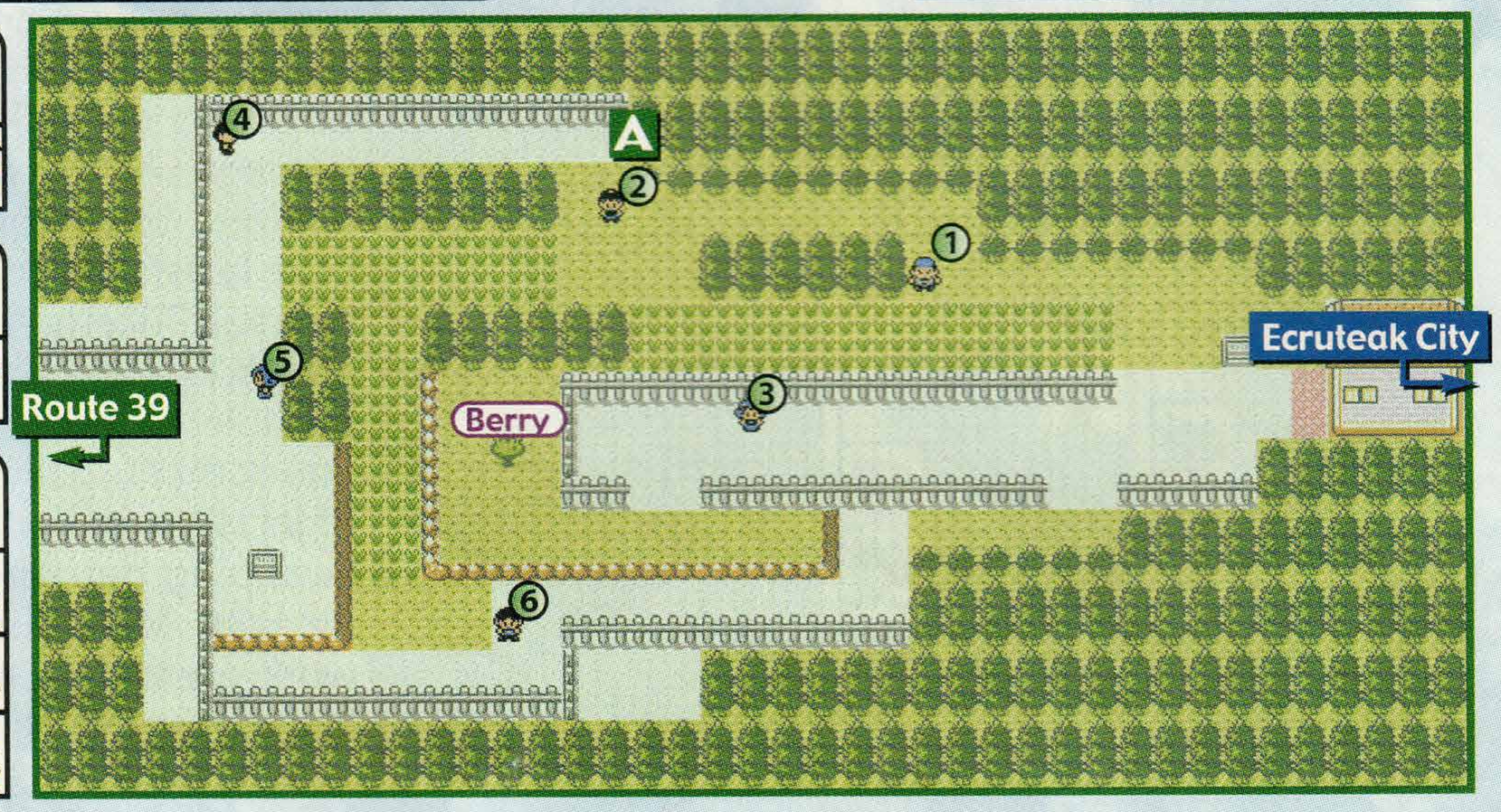
2 Dana ₽432
- Flaaffy Level 17
- Psyduck Level 18

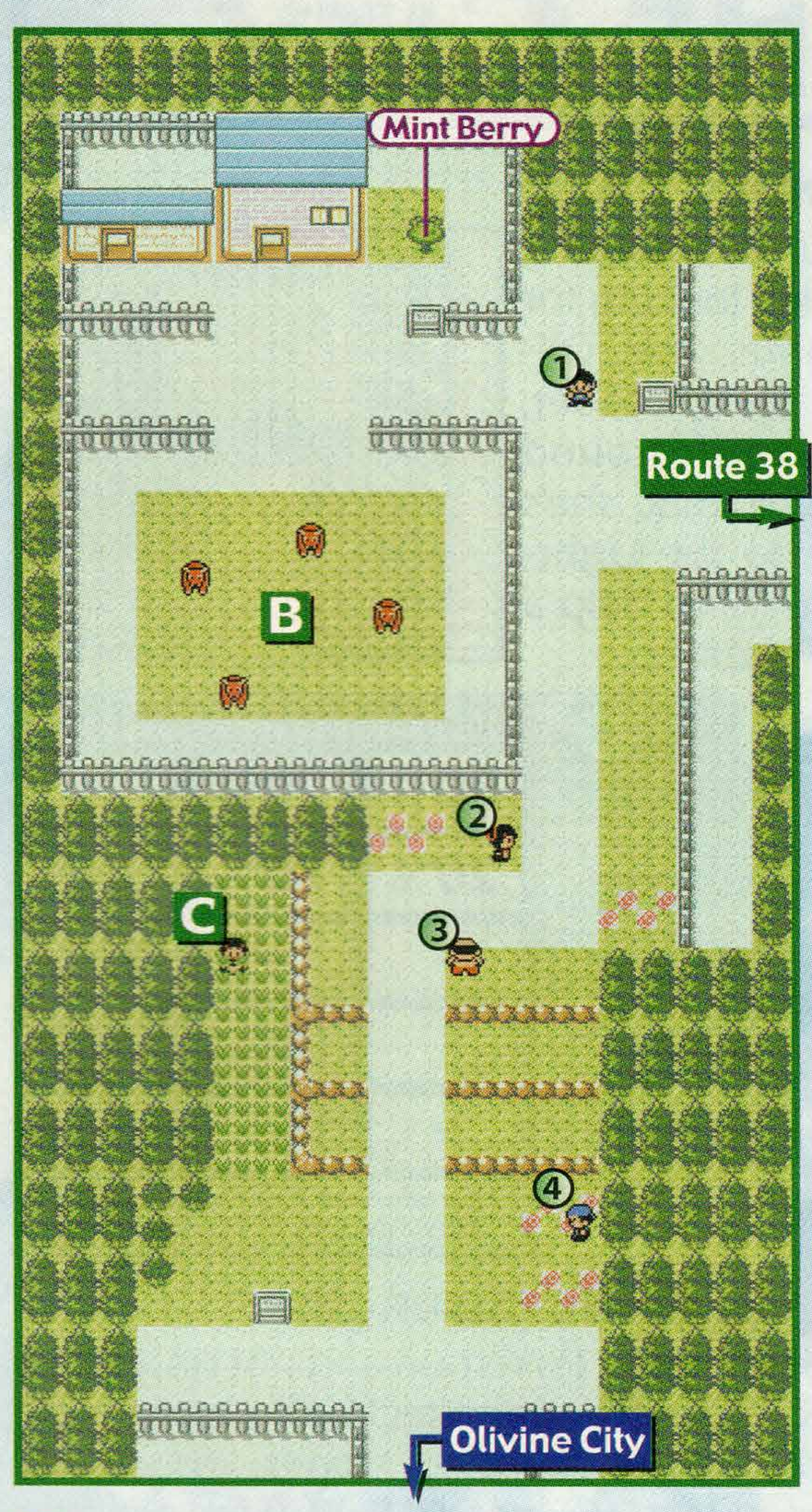
3 Valerie ₽1496
- Hoppip Level 17
- Skiploom Level 17

4 Chad ₽608
- Mr. Mime Level 17

5 Olivia ₽1672
- Corsola Level 19

6 Toby ₽408
- Doduo Level 15
- Doduo Level 16
- Doduo Level 17



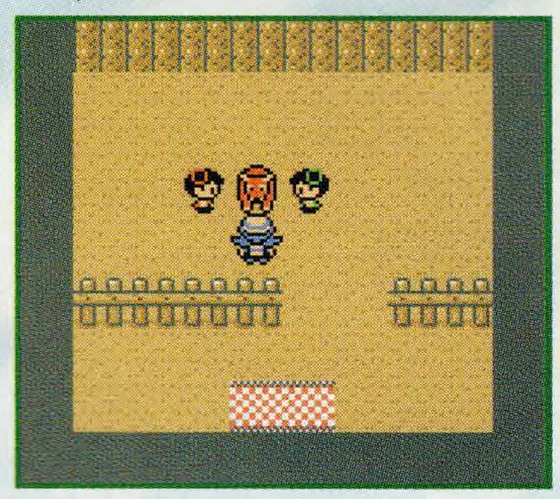



| | |
|---|---|
| 1 Norman | ₽640 |
| Slowpoke | Level 17 |
| Slowpoke | Level 20 |
| 2 Ruth | ₽1360 |
| Pikachu | Level 17 |
| 3 Derek | ₽1360 |
| Pikachu | Level 17 |
| 4 Eugene | ₽760 |
| Poliwhirl | Level 17 |
| Raticate | Level 17 |
| Krabby | Level 19 |

## B Save Miltank for TM 13 and Moomoo Milk

The Miltank in this barn is sick, and only feeding it a bunch of Berries (around seven) will save it. There's a Berry tree nearby, but it will take you a week to accumulate enough from just that tree, so you may want to do some backtracking or dip into your personal inventory.

The ranchers will thank you with **TM 13** (Snore, an attack which a Pokémon can only use while it's sleeping). They'll also begin selling **Moomoo Milk** for ₽500. When used outside of battle, this item heals 100 HP. It's pretty useful, but since the ranchers can only spare one bottle, you can only get one serving at a time. You'll have to bring the empty bottle back when you want to buy more.

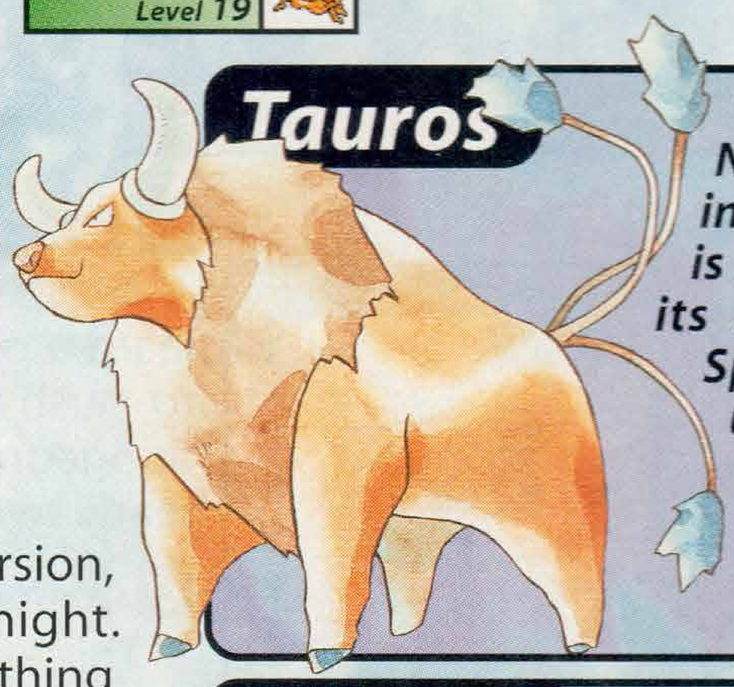


## C A New Night-only Trainer

This trainer is new to the Crystal version, and will only battle with you at night. Unfortunately, you don't really get anything out of it (except for a quick fight with a single Meowth), so challenging her is hardly worth the bother.

| | |
|---|---|
| 5 Jaime | ₽1280 |
| Meowth | Level 16 |

| ROUTE 38 | Morning | Day | Night |
|---|---|---|---|
| Tauros | 10% | 5% | - |
| Miltank | 10% | 5% | - |
| Rattata | 10% | 5% | - |
| Raticate | 40% | 40% | 25% |
| Magnemite | 20% | 20% | 25% |
| Pidgeotto | - | 15% | - |
| Meowth | - | - | 40% |
| Noctowl | - | - | 10% |

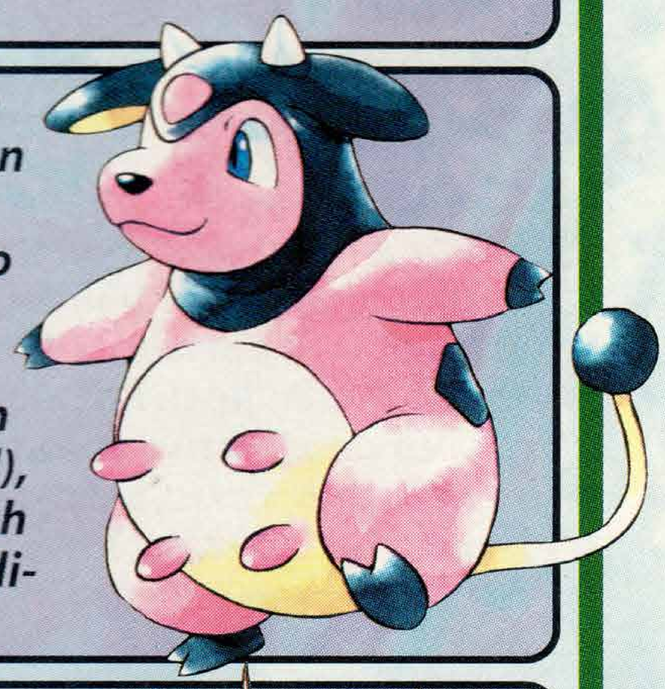


### Tauros

*There are way too many pure-Normal Pokémon to choose from in Gold/Silver/Crystal but Tauros is definitely one of the best. All of its stats are great except for its Special Attack, which it doesn't use anyway. For some reason Stomp has been replaced with Horn Attack, but it now learns Thrash at level 43.*

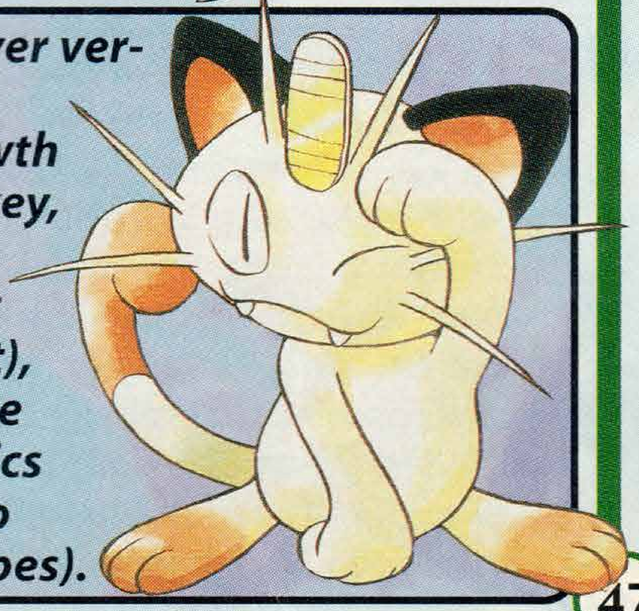
### Miltank

*Miltank is the female version of Tauros, and shares its Speed and some of its strength. It also gets two great healing moves: Milk Drink (level 19) which recovers HP and can be used on other Pokémon (like Softboiled), and Heal Bell (at level 53), which erases the negative status conditions of all of your Pokémon.*



### Meowth

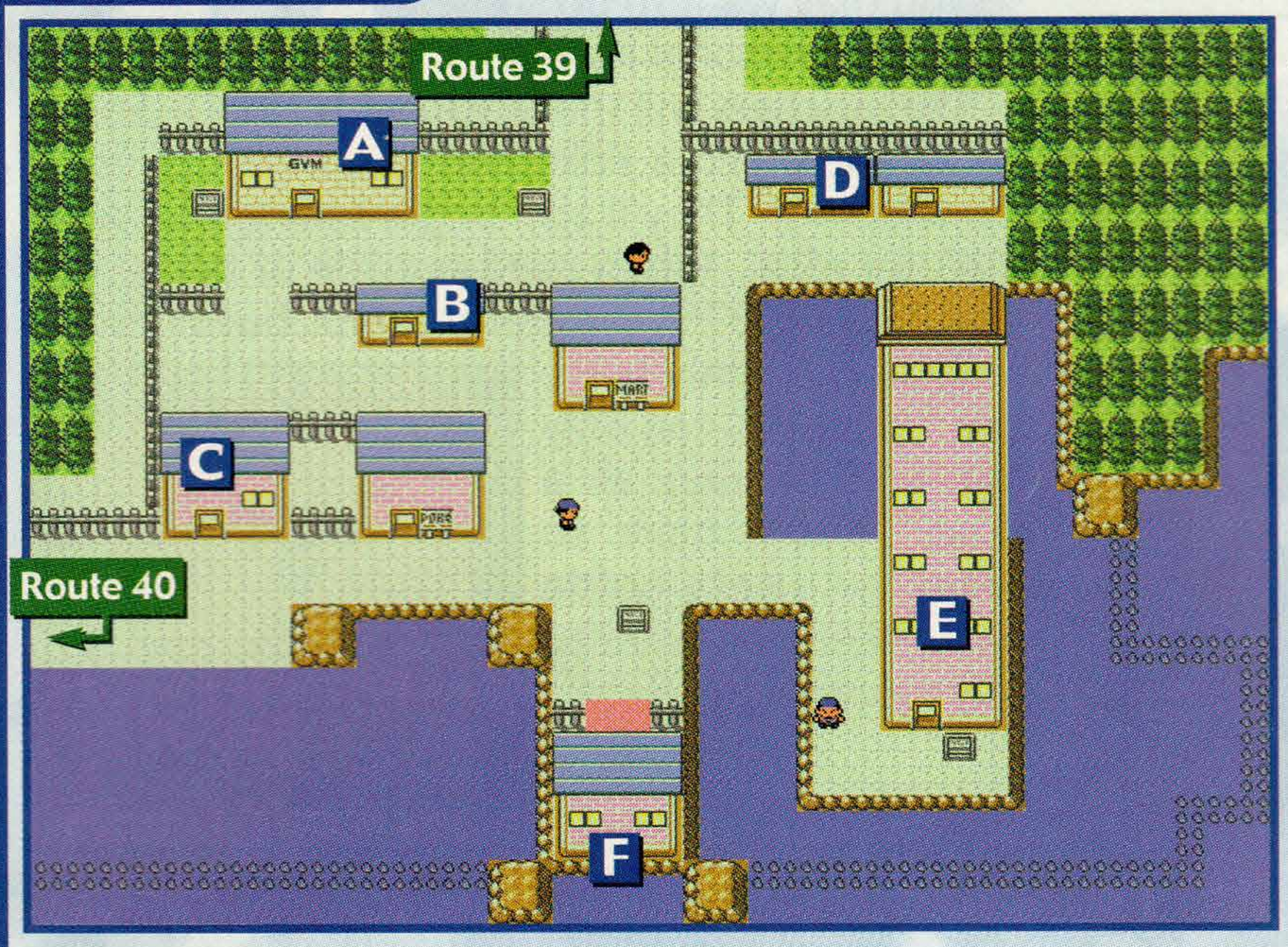
*As in the Silver version, Crystal players get Normal-type Meowth instead of Fighting-type Mankey, which is exclusive to Gold. Its only new move of note is Faint Attack (a Dark version of Swift), at level 28. That and Bite make Meowth decent against Psychics and great against Ghosts (who typically can't hurt Normal-types).*



section
# F-2 OLIVINE CITY

## A Where's the Olivine City Gym Leader?

When you arrive in Olivine, you'll find your rival lurking near the Gym, but he isn't interested in you. He's looking for Jasmine, the Olivine Gym Leader. The word around town is that she's gone to the Lighthouse (E) to help a sick Pokémon.

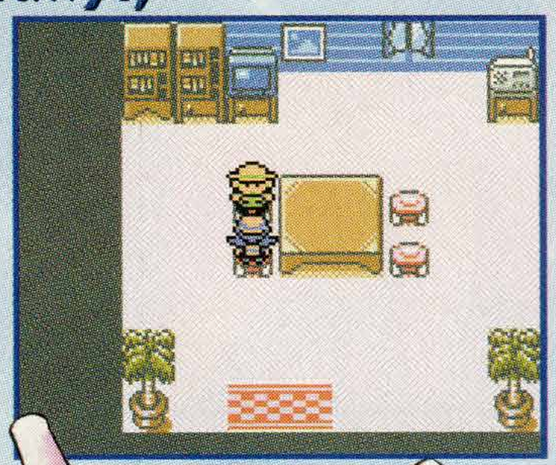



| Olivine City Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 80% | 20% | - |
| Krabby | 20% | 70% | 55% |
| Kingler | - | - | 10% |
| Corsola* | - | 10%* | 35%* |
| Staryu* | - | 10%* | 35%* |

*Corsola cannot be found at night, Staryu can only be found at night

## B Get the Good Rod (Finally!)

Another generous fisherman will give you the **Good Rod** here, so now you can finally catch some decent Water Pokémon. In fact, there are a bunch of good things to fish for right here in Olivine City, and its small harbor (see F, next page).

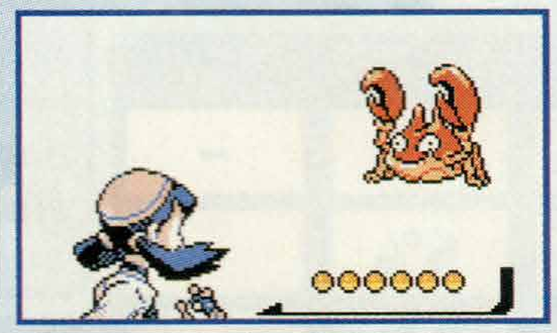


## C Pick Up HM 04 (Strength)

Teach **HM 04** to a Pokémon and not only will it learn a powerful Normal attack, it'll also be able to push aside the rounded stones you see in dungeons. Once we get HM 02 (Fly), we'll be ready to do some backtracking (see page 51).

## D Swap a Krabby for a Voltorb

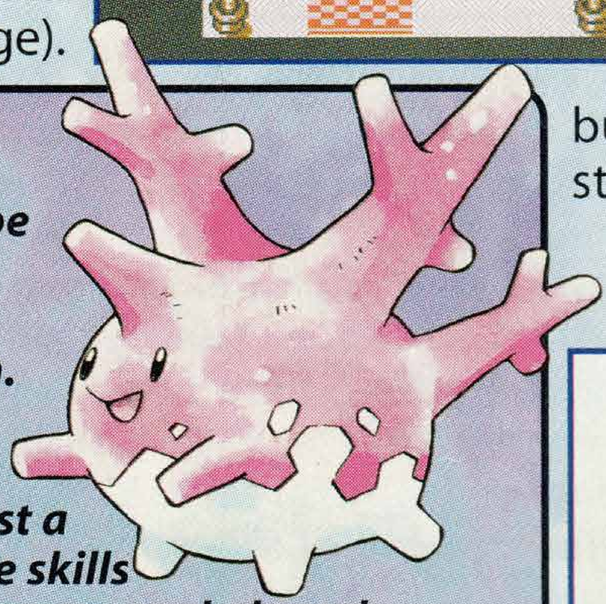
This isn't a particularly exciting trade, since you'll have opportunities to catch wild Voltorb, but you might as well go for it. After all, you can just step outside this guy's front door and fish up an extra Krabby right here and now.



| Poké Mart | |
|---|---|
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| ICE HEAL | 250 |
| SUPER REPEL | 500 |
| SURF MAIL | 50 |

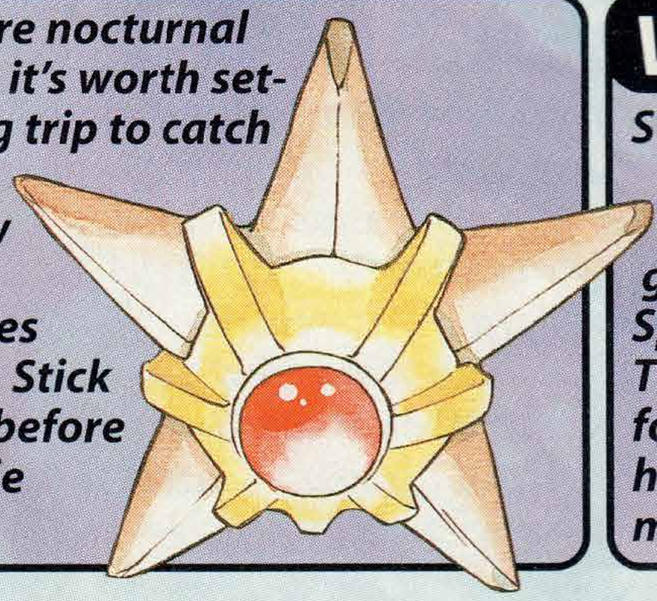
### Corsola

***They've mixed Water with almost every type imaginable in Gold/Silver/Crystal, and Corsola is the token Water/Rock Pokémon. It's not an effective combination, and Corsola doesn't have much to show for it; just a bunch of primarily defensive skills and fairly bad stats. Looks pretty cool, though.***



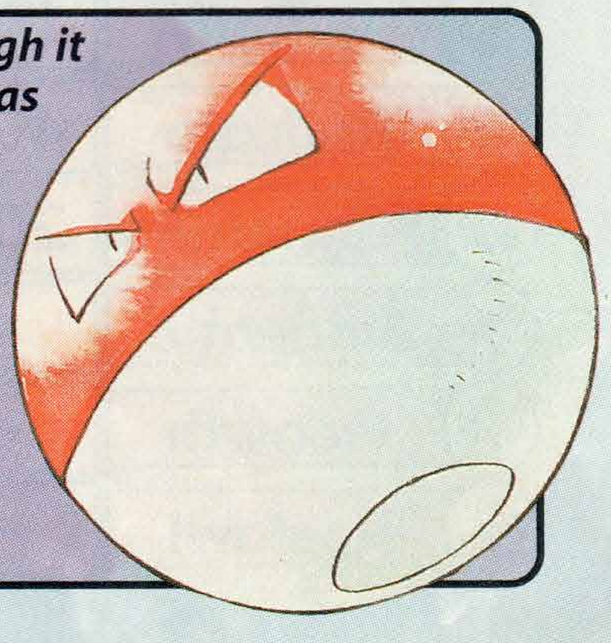
### Staryu

***Staryu are nocturnal now, but it's worth setting up a nighttime fishing trip to catch one. Staryu and Starmie have solid stats, learn new moves like Rapid Spin (at level 13), and get old moves like Recover much earlier. Stick with Staryu until level 50 before you evolve it, since Starmie can't learn Hydro Pump.***



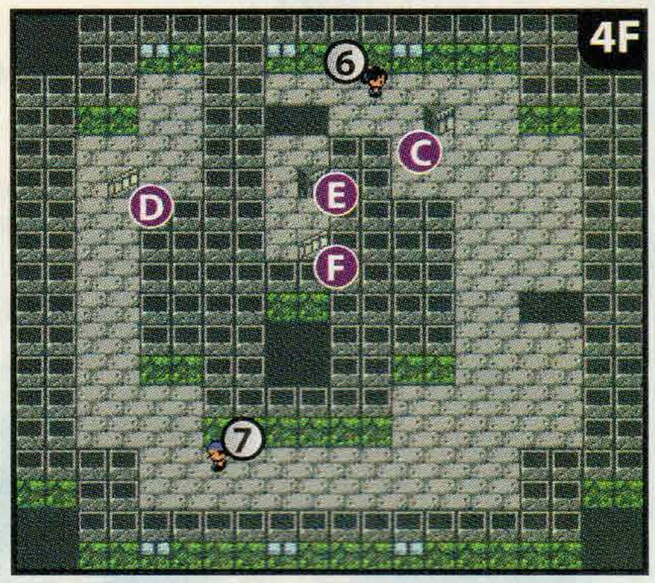
### Voltorb

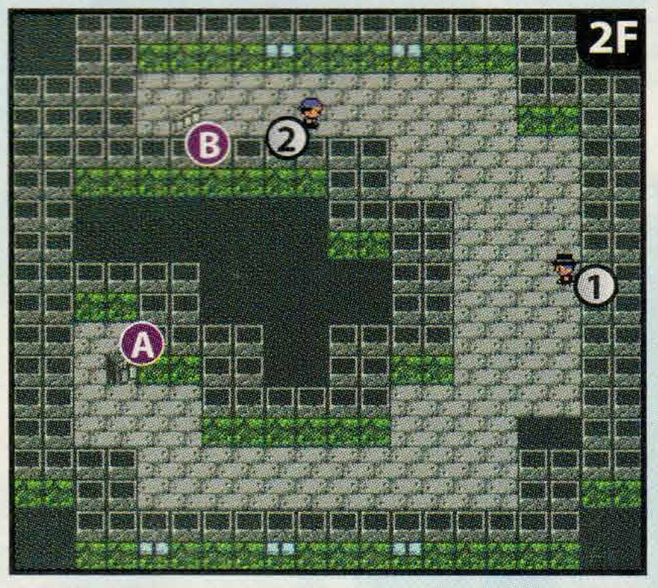
***Even though it looks just as Steel as Magnemite, Voltorb is still pure Electric. This is good, 'cause it means it gets to keep its incredible Speed. Use a TM to teach Thunder to its evolved form, Electrode, and you'll have a first turn K.O.'ing machine.***

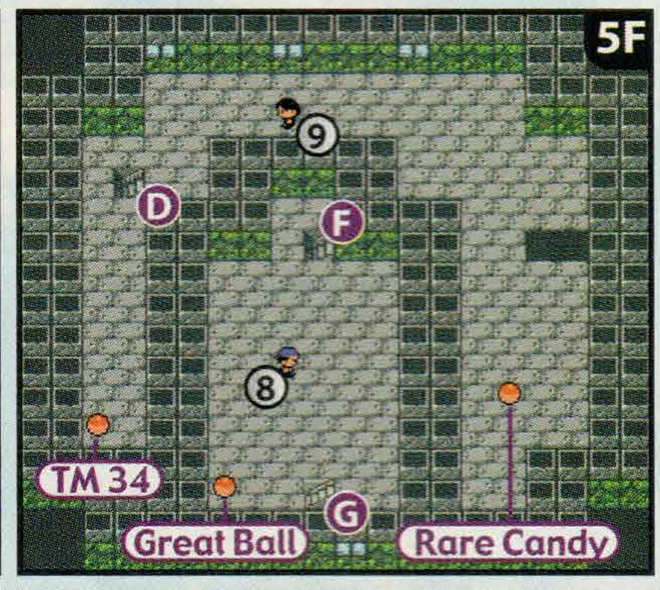


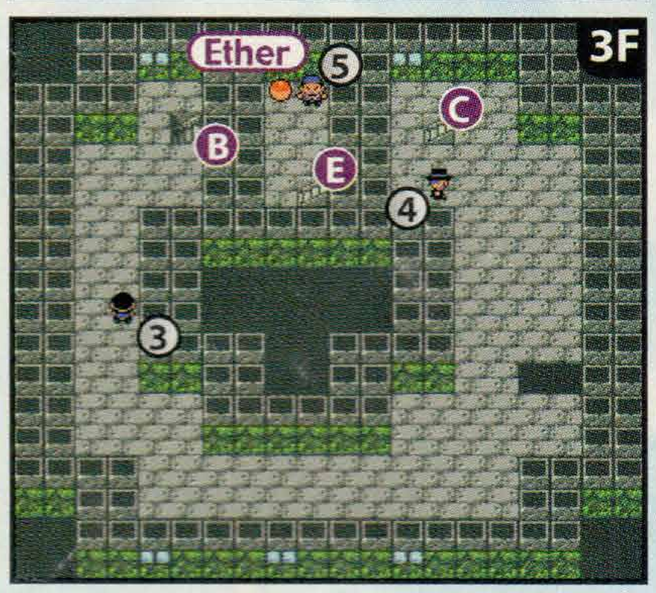
## E Olivine City Lighthouse

There are no Pokémon in this dark tower, only a series of relatively easy trainers. Some of them can be avoided, but don't miss the Gentlemen, since they carry a ton of cash. The only other trick here is to fall through the pit above staircase E on level 4; that's the way to get to the central staircase that will take you to the top floor. But make sure to head up to the dead end on level 5 anyway to get the **Rare Candy** and **TM 34** (Swagger).



At the top you'll find Jasmine, and her ailing Pokémon, but she still won't be willing to accept any challenges. You'll need to travel to Cianwood and bring her back medicine first.

1
- Alfred ₽1440
- Noctowl Level 20

2
- Huey ₽720
- Poliwag Level 18
- Poliwhirl Level 18

3
- Derek ₽352
- Pidgey Level 17
- Pidgey Level 15
- Pidgey Level 19
- Pidgey Level 15
- Pidgey Level 15

4
- Preston ₽1296
- Growlithe Level 18
- Growlithe Level 18

5
- Terrell ₽800
- Poliwhirl Level 20

6
- Connie ₽504
- Marill Level 21

7
- Kent ₽800
- Krabby Level 18
- Krabby Level 20

8
- Earnest ₽720
- Machop Level 18
- Machop Level 18
- Poliwhirl Level 18

9
- Denis ₽432
- Spearow Level 18
- Spearow Level 18
- Fearow Level 20

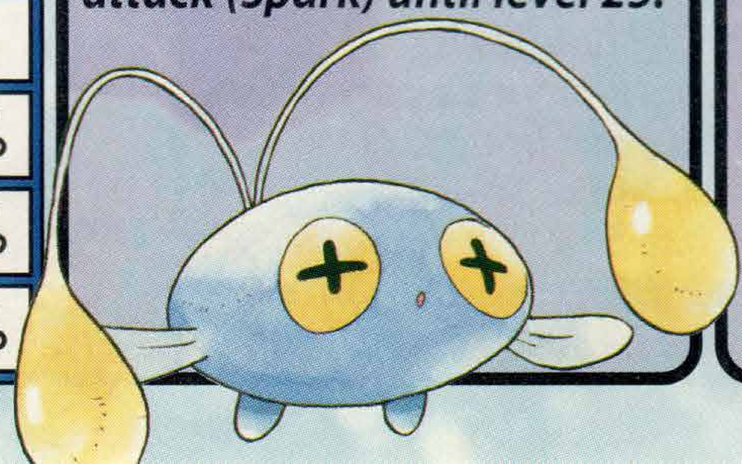
## F Great Fishing in Olivine Harbor

There are no ships sailing today, but the harbor is still worth a visit for the great fishing opportunities. A Chinchou, in particular, will be a big help in getting through Route 40+41.

| Olivine Harbor Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 90% | 40% | - |
| Shellder | - | 25% | 40% |
| Tentacool | 10% | 10% | - |
| Tentacruel | - | - | 10% |
| Chinchou | - | 25% | 40% |
| Lanturn | - | - | 10% |

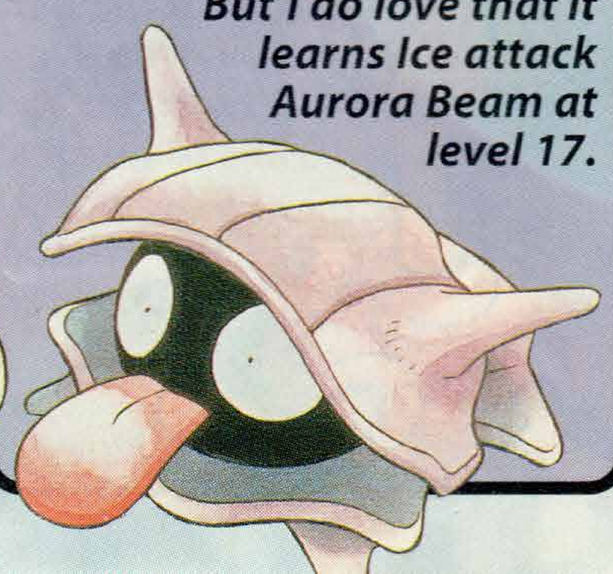
### Chinchou

*Water/Electric is a great mix, 'cause you can use Chinchou to Surf water areas and fry every other Pokémon you encounter. Better yet, its Water-type makes it resistant to other Water Pokémon! Too bad it doesn't learn its first Lightning attack (Spark) until level 25.*



### Shellder

*Shellder's evolved form, Cloyster, was a favorite of ours in Red/Blue/Yellow, but now that Special has been split into two stats, we're finding its low Special Defense to be a problem. But I do love that it learns Ice attack Aurora Beam at level 17.*



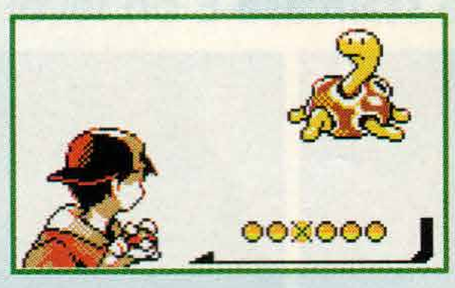
section

# F-3 ROUTE 40+41

Ignore the islands for now. The Legendary Lugia lives here, but you'll need HM 06 to get past the whirlpools, and the Silver Wing to make Lugia appear.

## A Uncover a Shuckle

If you use Rock Smash on the cracked rocks at the beach, you may uncover a Krabby or a Shuckle. Shuckle can be tricky to catch, so you may want to wait for the freebie in Cianwood.



## B Miss Monday

If you shirk work and hit the beach on a Monday, Monica will give you the **Sharp Beak**, which powers up Flying-type attacks.

## C Junior Trainers Aplenty

We don't have space to list the rosters of the 14 Junior Trainers in this area. But we will say that they're all Water-types, so bring lots of Electric and Grass Pokémon. Or just avoid them–Swimmers never carry much cash.

| Route 40 | Morning | Day | Night |
|---|---|---|---|
| Tentacool | 84% | 84% | 84% |
| Tentacruel | 16% | 16% | 16% |

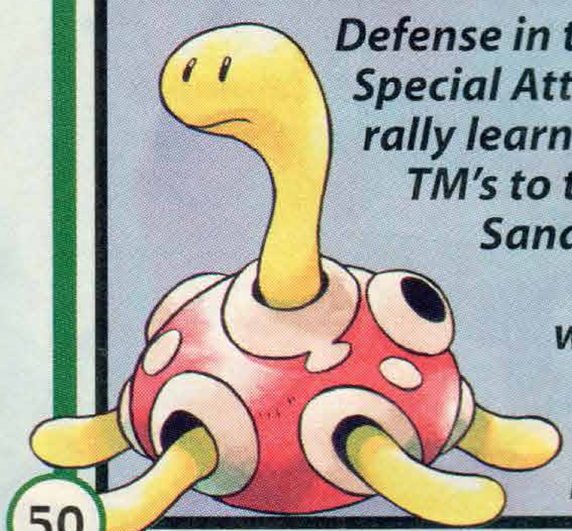
| Route 41 | Morning | Day | Night |
|---|---|---|---|
| Tentacool | 50% | 50% | 50% |
| Tentacruel | 40% | 40% | 40% |
| Mantine | 10% | 10% | 10% |

| Route 41 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 80% | 20% | - |
| Krabby | 20% | 70% | 55% |
| Kingler | - | - | 10% |
| Corsola* | - | 10%* | 35%* |
| Staryu* | - | 10%* | 35%* |

*Corsola cannot be found at night, Staryu can only be found at night

*NOTE: Route 41 (the part near the islands) has the same fishing chart as the Olivine Harbor (see page 49)*

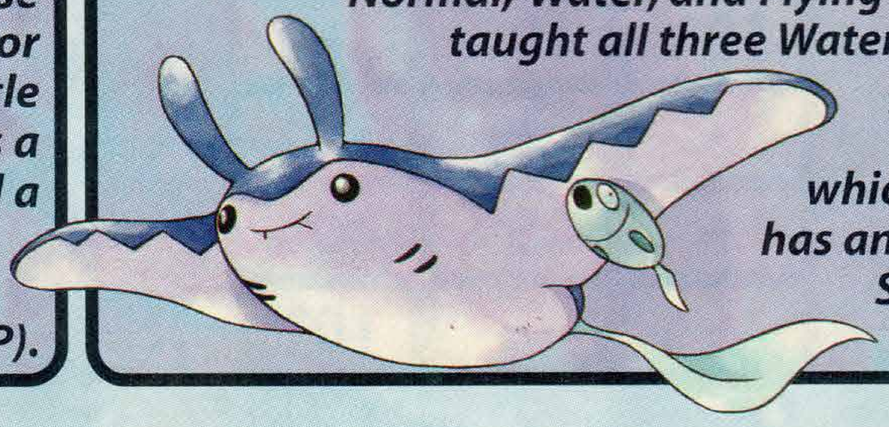
### Shuckle



*This Rock/Bug Pokémon has the highest Defense and Special Defense in the game, and the worst Attack, Special Attack, and Speed. It doesn't naturally learn any good moves, but if you use TM's to teach it stuff like Toxic, Curse, or Sandstorm, you'll have a nasty little combo on your hands. Here's a weird trick: Make Shuckle hold a Berry, use Shuckle in battle, and the Berry turns into Berry Juice (which heals 20 HP).*

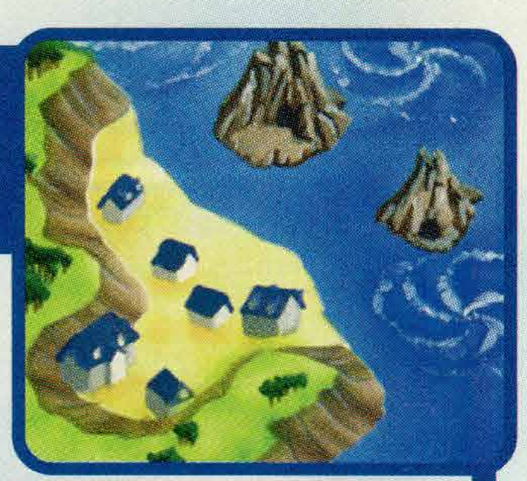
### Mantine

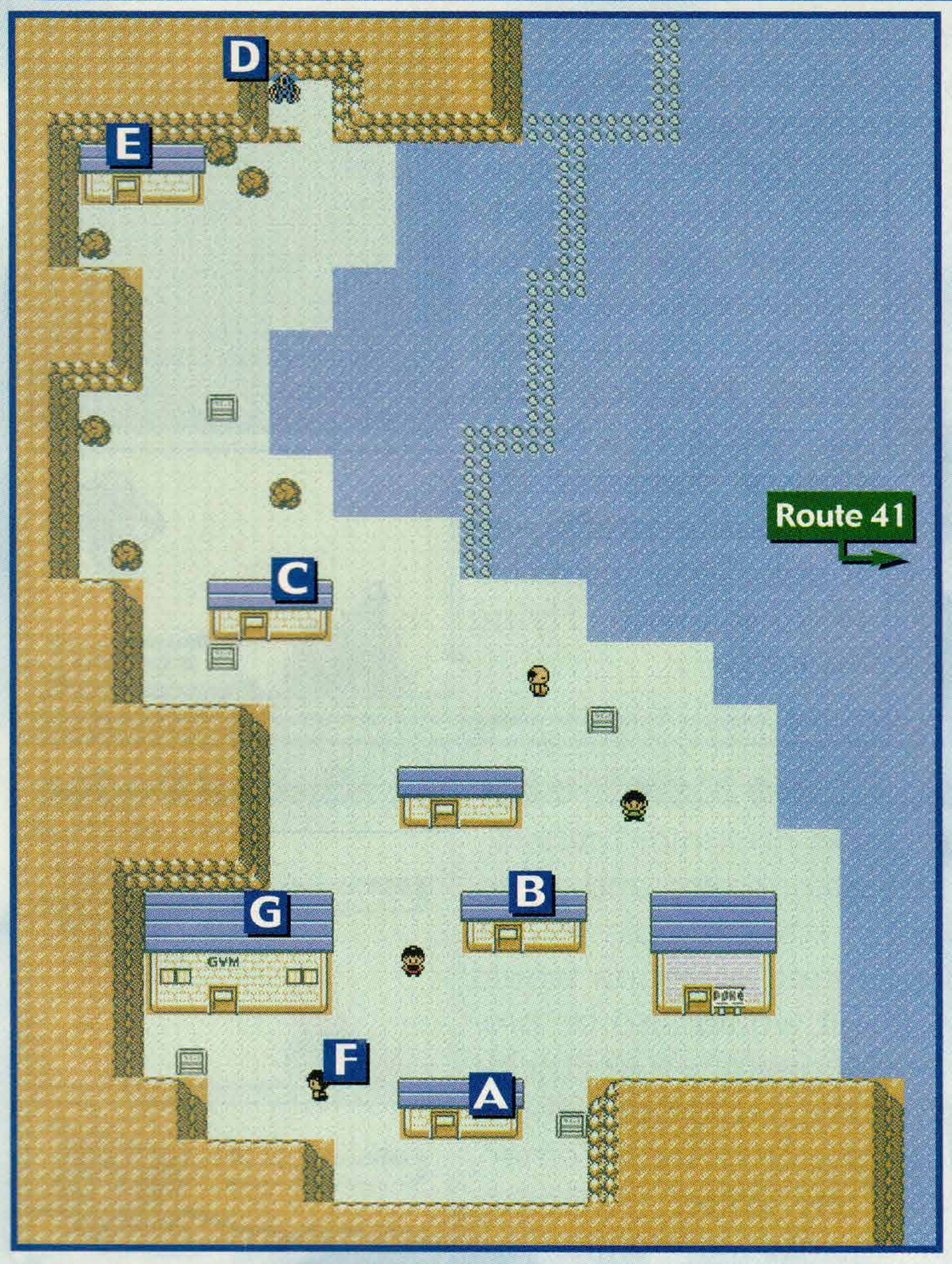
*Hee hee! Look, it has a little Remoraid attached to its wing. Awwww. Um, anyway, Mantine is a Water/Flying Pokémon that can learn one decent attack each in the Normal, Water, and Flying types. It can be taught all three Water TM's (and it's a good idea to do so), but not Fly, which is a shame. It has an unusually high Special Defense.*



# CIANWOOD ISLAND

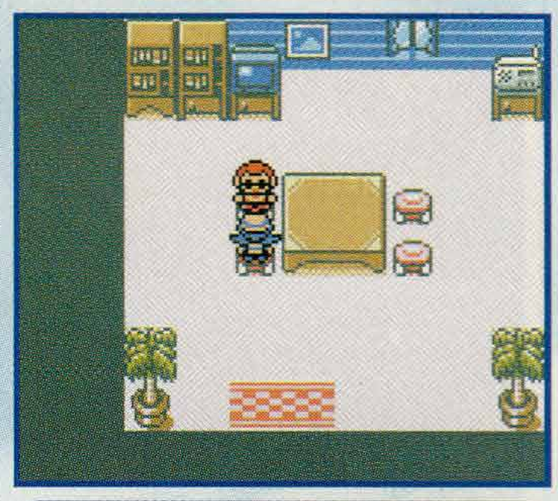
section **F-4**






## A Jasmine's Medicine

The pharmacist in this small building will give you the **Secret Potion** that Jasmine needs. If you then leave and come back, he'll start selling a small selection of normal medicines including the handy, space-saving Full Heal, which can cure any status condition.



| Poké Mart | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| FULL HEAL | 600 |
| REVIVE | 1500 |

## B Give Shuckie a Good Home

The guy in this house is so concerned about his Pokémon being stolen that he'll give it to you for safe-keeping. It's a Shuckle named Shuckie, and as long as you keep it happy, it's yours to keep.

## C The Pokémon Photographer

If you have a Game Boy® Printer, this guy will be happy to take free photos of your Pokémon. The printed versions show the Pokémon's picture, its moves, and all of its stats.

## D Eusine and Suicune in Cianwood!?

A new, Crystal-exclusive event occurs when you approach the small alcove in the north part of Cianwood Island. Suicune appears, and then dashes away just as quickly. Where Suicune is, Eusine is never far behind, and he'll challenge you to a battle to earn Suicune's respect (although it seems pretty clear that Suicune couldn't care less).

| Eusine ₽2500 | |
|---|---|
| Drowzee *Level 23* | |
| Electrode *Level 25* | |
| Haunter *Level 23* | |

Eusine has a tough mix of Pokémon, so be ready with a well-rested party. A strong Normal Pokémon with a good Dark attack like Bite is ideal for dealing with Drowzee and Haunter.

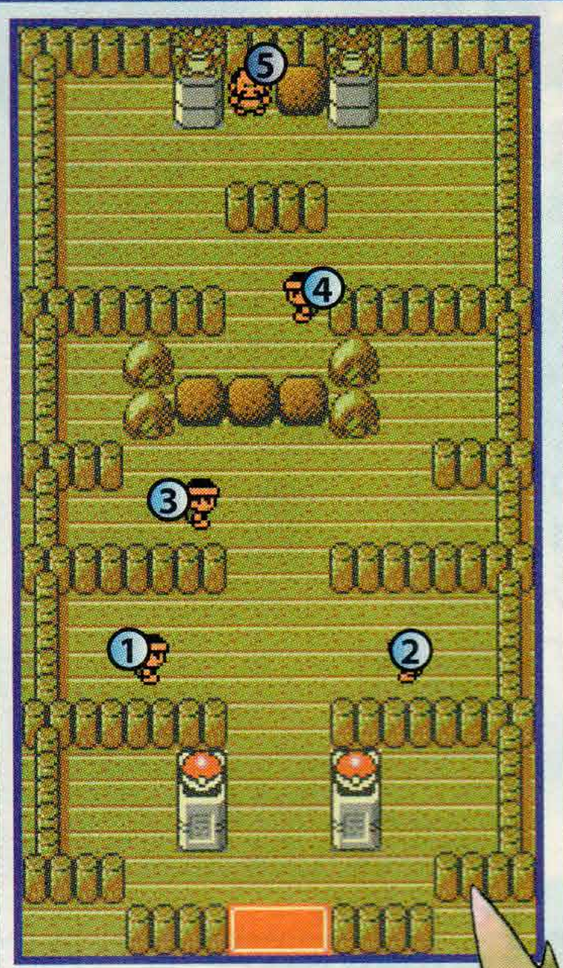
## E The Pokémon Seer

This building contains the Pokémon Seer, a character new to Crystal. She'll look at the top Pokémon in your roster and tell you where it was caught, when it was caught, what level it was, and which trainer originally caught it. Who cares, you ask? Well, if you take that Pokémon back to the same area at the same time, and fight with it a bit, its Tameness will improve.

*The Seer's abilities are limited to Pokémon caught in Crystal. She'll come up blank whenever you bring her a Pokémon from any other version.*

## F Time to Fly!

Once you've defeated Chuck at the Gym (see next page), this young lady will give you **HM 02** (Fly). Teach it to a Flying-type Pokémon and soar back to Olivine... Or anywhere else you want to be.

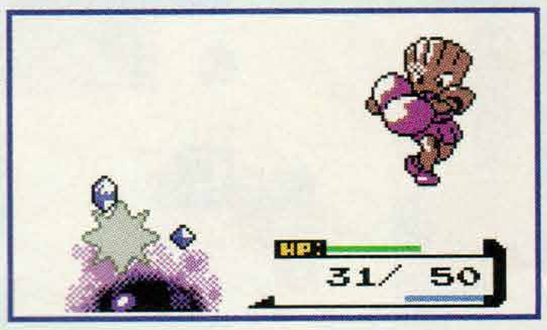


## G Battle Chuck for the Storm Badge

All of the Pokémon in this Gym are Fighting-type, but there's no simple trick to getting through it. Most of the fighters have non-Fighting type attacks to take care of Ghost Pokémon, so pack your roster mainly with quick Psychics (who can get a K.O. before they're flattened by the counterattack) and tough Flyers (especially ones with Flying attacks).

| | |
|---|---|
| 1 Yoshi ₽648 | Hitmonlee Level 27 |
| 2 Lao ₽648 | Hitmonchan Level 27 |
| 3 Nob ₽600 | Machop Level 25 |
| | Machoke Level [illegible] |
| 4 Lung ₽600 | Mankey Level 23 |
| | Mankey Level 23 |
| | Primeape Level 25 |
| 5 Chuck ₽3000 | Primeape Level 27 |
| | Poliwrath Level 30 |

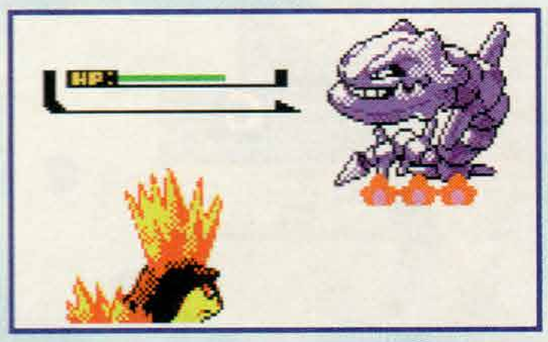
*To clear this little puzzle, push the blocks on either side first.*

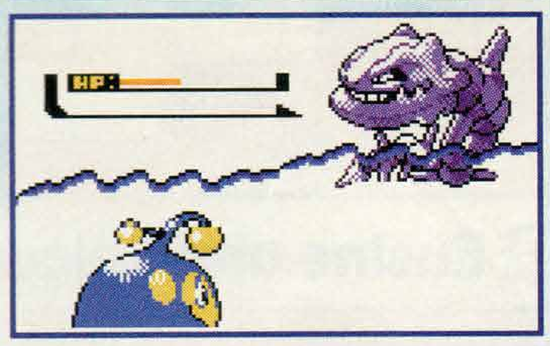


## H In Olivine, Battle Jasmine for the Mineral Badge

No puzzles, no tricks, no Junior Trainers... Just Jasmine, two Magnemite, and a big, angry Steelix. Steel is vulnerable to Fire, Fighting, and Ground. A pure Ground Pokémon would be especially great here, since it would also be protected from the Magnemite's electricity. But if you don't have a good one at this point, try using your best Fire Pokémon, a Machop, and any Water Pokémon. Water is weak against Magnemite, but great against part-Rock Steelix, who is the real threat here.

| |
|---|
| 1 Jasmine ₽3500 |
| Magnemite Level 30 |
| Steelix Level 35 |
| Magnemite Level 30 |



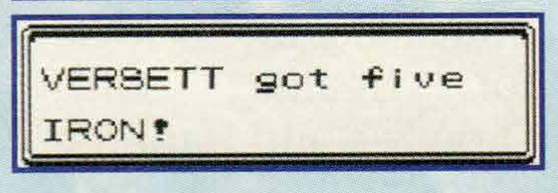

# Olivine's New Battle Tower

The new guard house in Route 40 (just west of Olivine) leads to one of Crystal's most significant new features. The Battle Tower, much like Pokémon Stadium, offers an optional opportunity to battle against extremely tough competition in three-on-three trainer battles.

Here's how it works. Pick three Pokémon that are around the same level, and head to the counter. You can challenge any level higher than your highest Pokémon's level, so if your Pokémon are level 22, 25, and 30, you can battle at level 30 or 40. (After you beat the Elite Four, you'll be able to battle at levels 50-100 as well.) All of the Pokémon you face will be the level you chose, so pick the lowest level possible, and choose the highest level Pokémon you can without going over.

You'll fight seven trainers in a row, and will be fully healed between rounds. These trainers are astonishingly tough... Even at level 10 they'll be dishing out powerful attacks like Thunder and Fireblast. You can't pick a party to exploit their weaknesses, because the Pokémon you'll face are picked completely at random.

If you win, no matter what the skill level, you'll receive a nice five-pack of **Calcium**, **Carbos**, **Protein**, **Iron**, or **HP-Up**. Good luck! You'll need it.



# JOHTO SIDE QUESTS

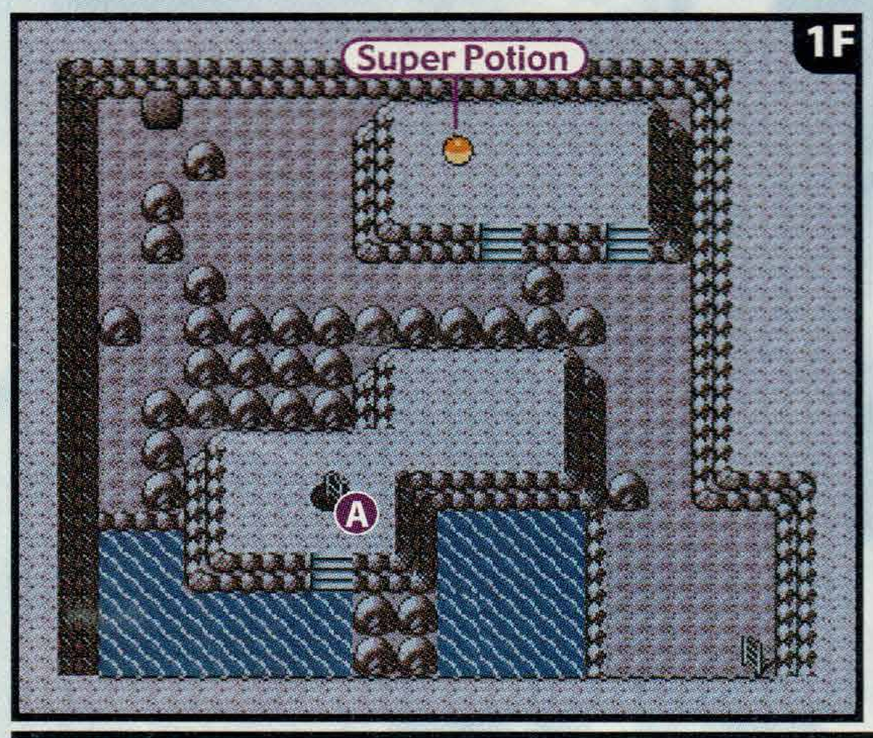
section **F-5**

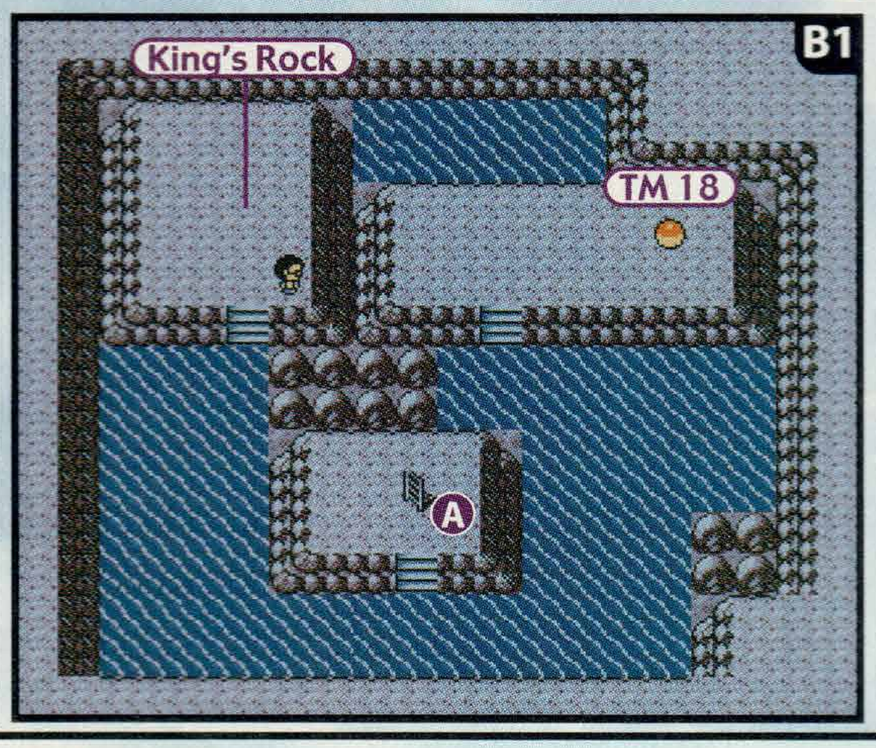
***Now that you have Surf, Strength, and Fly, it's a good time to do some backtracking and pick up a few Items and Pokémon that we couldn't get to before. These are all optional, so feel free to skip ahead.***

## Valuable Items in the Slowpoke Well

**TM 18** (Rain Dance) isn't that great. But the **King's Rock** is all that and then some. When held, that Pokémon's attacks get a small chance of making an opponent Flinch and lose their turn (so give it to a speedy Pokémon). And if it's equipped by a Poliwhirl or Slowpoke, when traded, that Pokémon will evolve into a new form.

| Well B1 | Morning | Day | Night |
|---|---|---|---|
| Zubat | 70% | 70% | 70% |
| Golbat | 10% | 10% | 10% |
| Slowpoke | 20% | 20% | 20% |
| Slowpoke | 80% | 80% | 80% |
| Slowbro | 20% | 20% | 20% |




### Get TM 20 in the Burned Tower

If you jump into the pit in the northeast corner of the Tower's first floor, you'll end up near here. Use Strength to push aside the rock, and get **TM 20** (Endure), which can keep your Pokémon from being K.O.'ed for a few turns.

### The Elite Trio of Route 34

If you use Surf near the water on the West side of Route 34, and sail south, you'll come across these three elite trainers. There's no pause to heal between the first two fights, so come prepared: Good Electric Pokémon like Chinchou and Grass Pokémon like Sunflora are a must here. Victory will earn you the **Soft Sand** that powers up Ground-type attacks.

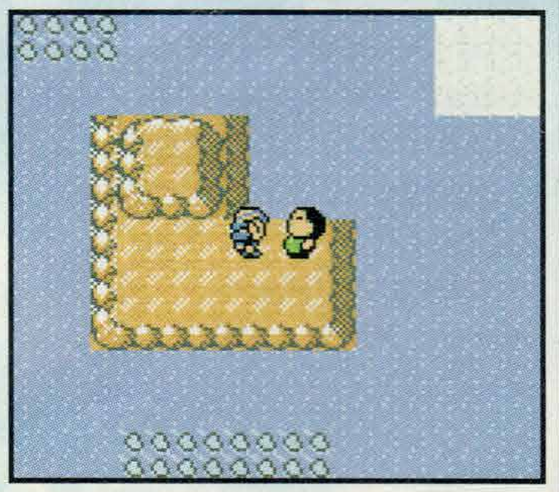
| Irene ₽1152 | Jenn ₽1248 | Kate ₽1344 |
|---|---|---|
| Goldeen Level 22 | Staryu Level 24 | Shellder Level 26 |
| Seaking Level 24 | Starmie Level 26 | Cloyster Level 28 |

### Pick up Stray Items in Violet City

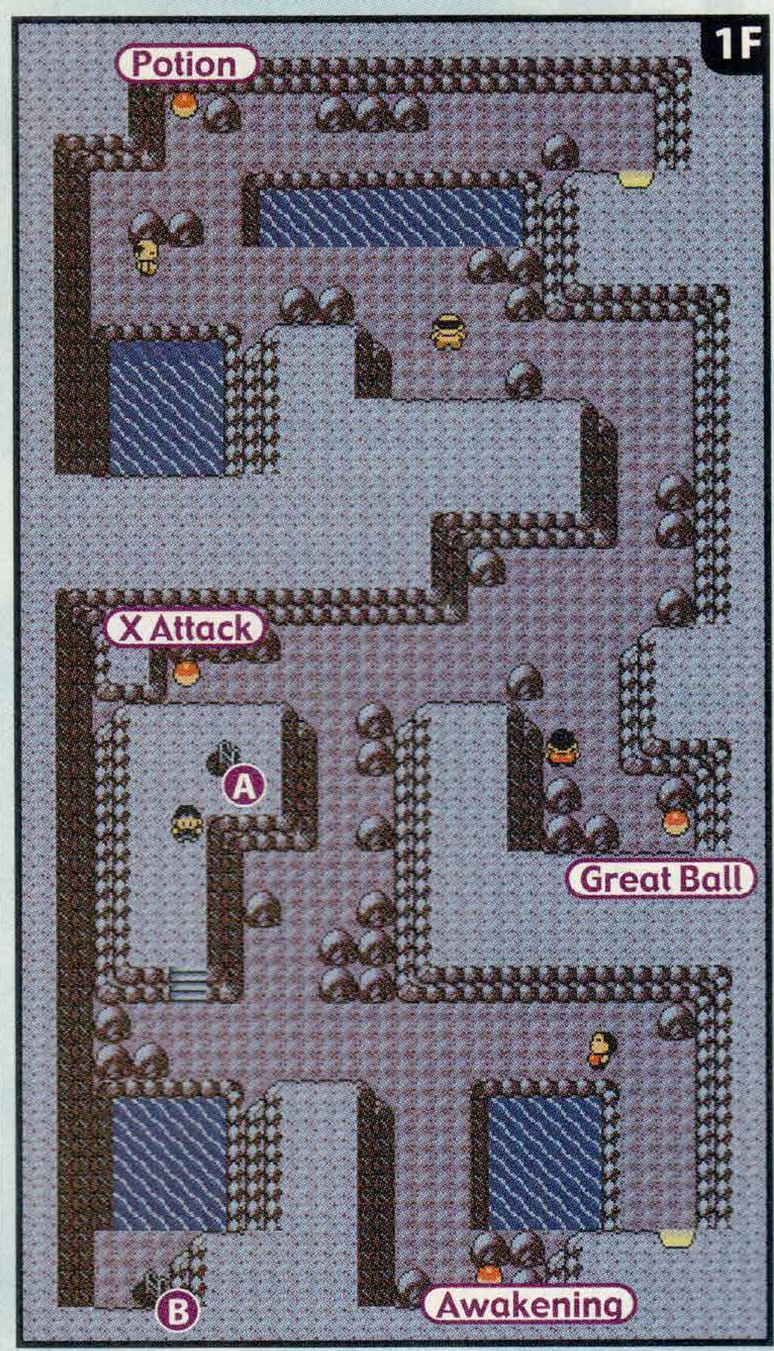
If you check the map on page 23, you'll see a hidden **PP Up** and a **Rare Candy** past Surf-able ponds in Violet City. Don't miss these rare and valuable items!

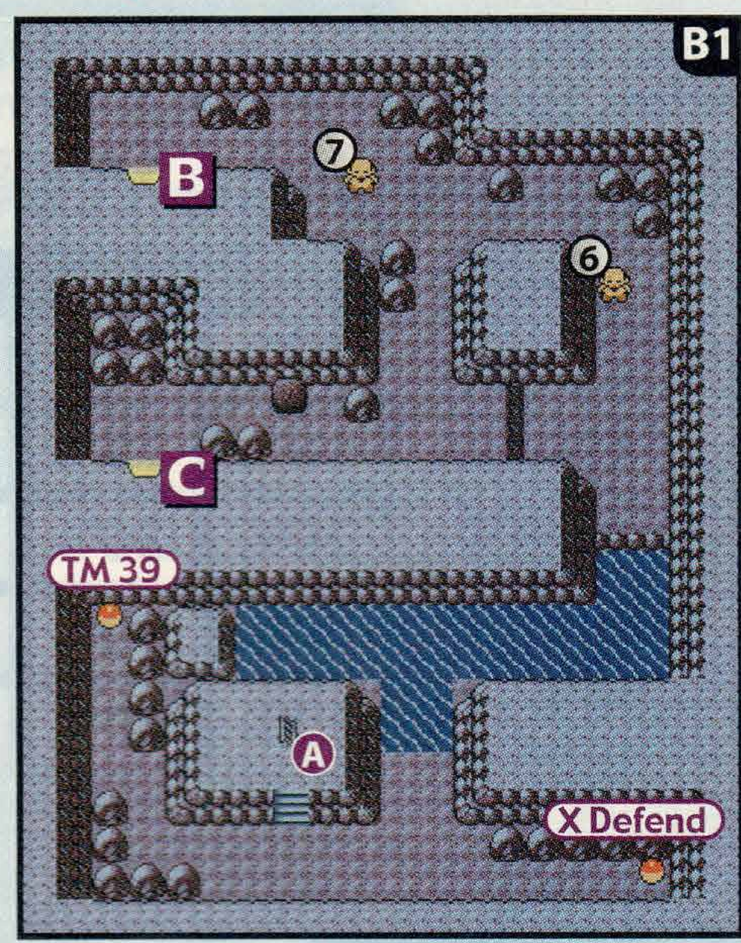
### Grab Cherrygrove's Mystic Water

Cherrygrove City is just a 1-second flight away, so you should drop by and Surf on over to the small island in the middle of the bay. The guy there will give you a free **Mystic Water** item, no strings attached. When equipped, it will power up your Pokémon's Water-type attacks.

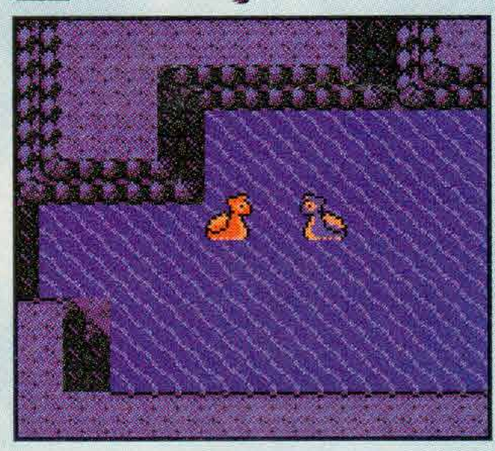


# Lapras Lurks in the Union Cave



## A It Only Comes Out on Fridays...



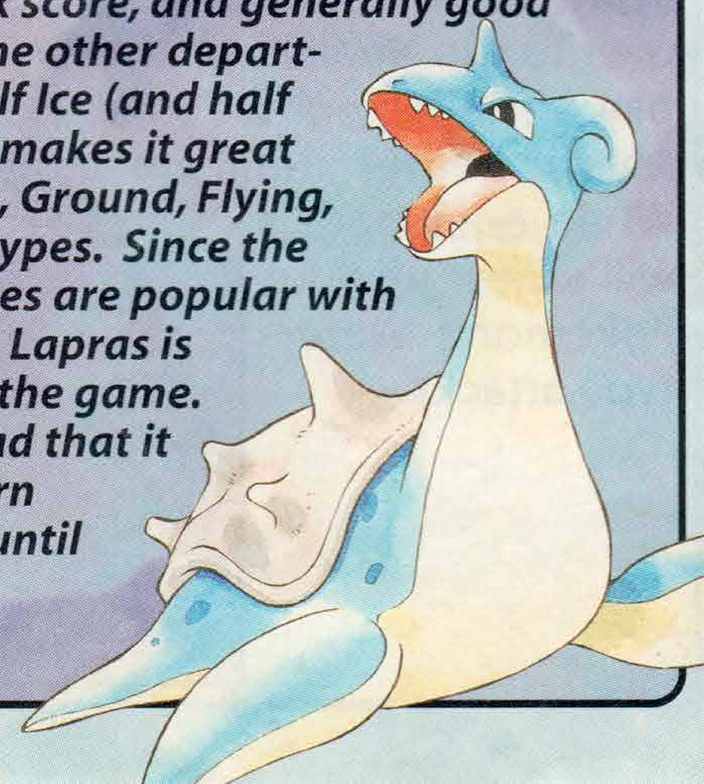
No one knows why Lapras only comes out on Fridays, but it never misses a one. It's resilient as well as punctual; if you accidentally K.O. it, it will still return the next week. Still, you probably don't want to wait (after all, Lapras is one of the best Pokémon in the game), so fight carefully and use Heavy Balls if you got 'em.

## B C Take the Back Doors to the Ruins

If you're planning to continue your exploration of the Ruins of Alph (see next page), make sure to go through these two exits. Each one leads to a different part of the Ruins of Alph that is otherwise inaccessible.

### Lapras

*It's a lot of trouble getting to this guy, but it's always worth it. Lapras has a ton of HP, a meaty Special Attack score, and generally good scores in all the other departments. It's half Ice (and half Water) which makes it great against Grass, Ground, Flying, and Dragon-types. Since the latter two types are popular with the Elite Four, Lapras is great later in the game. It's just too bad that it now can't learn Hydro Pump until level 57.*



| Cave B2 | Morning | Day | Night |
|---|---|---|---|
| Geodude | 15% | 15% | 15% |
| Onix | 10% | 10% | 5% |
| Raticate | 10% | 10% | 10% |
| Zubat | 40% | 40% | 20% |
| Golbat | 25% | 25% | 20% |
| Quagsire | - | - | 30% |
| Tentacool | 40% | 40% | 40% |
| Tentacruel | 20% | 20% | 20% |
| Quagsire | 40% | 40% | 40% |

1 Andrew ₽1440
- Marowak Level 24
- Marowak Level 24

2 Calvin ₽1560
- Kangaskhan Level 26

3 Gwen ₽1056
- Eevee Level 26
- Vaporeon Level 22
- Flareon Level 22
- Jolteon Level 22

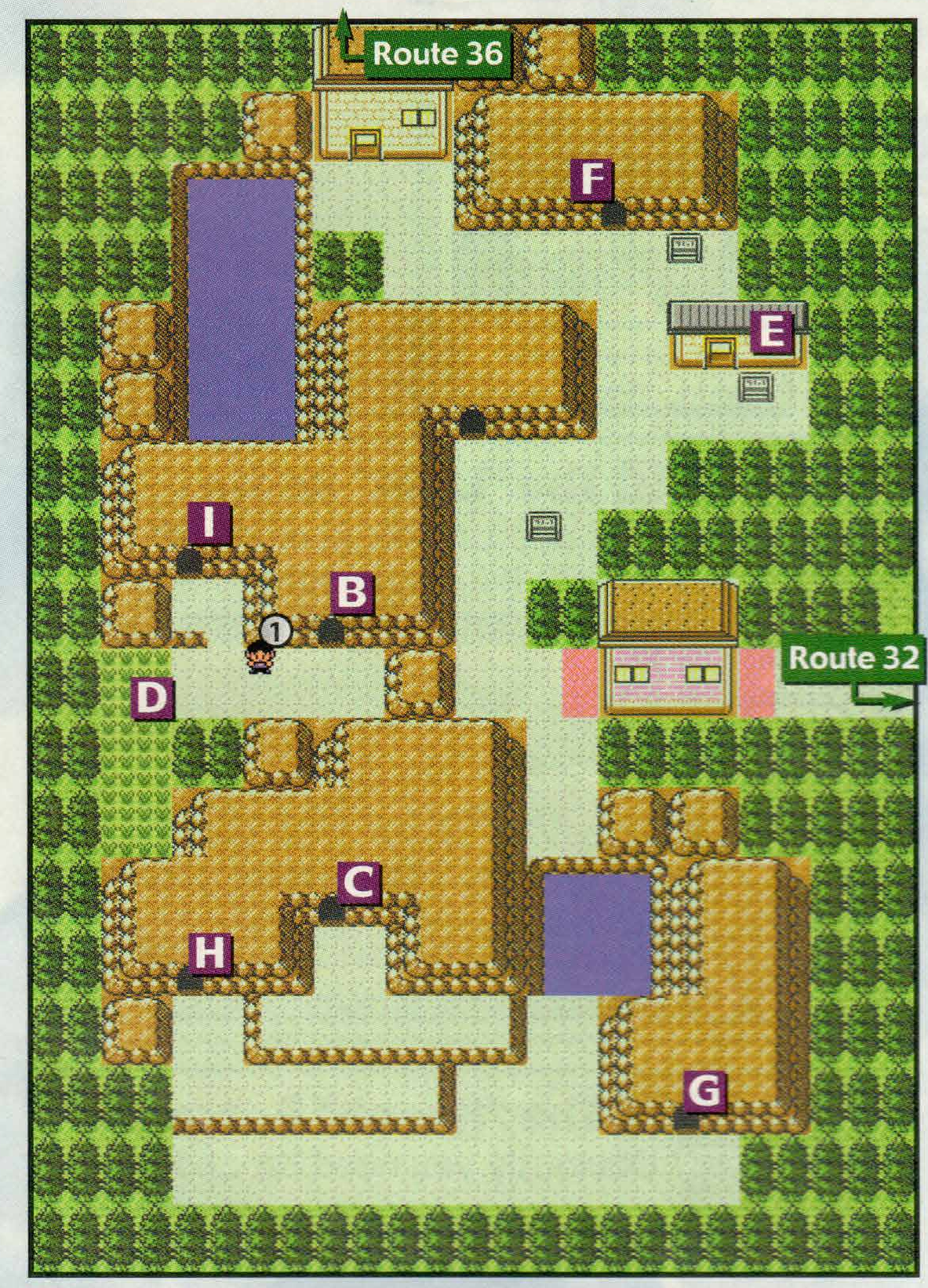
4 Emma ₽1344
- Poliwhirl Level 28

5 Nick ₽1248
- Charmander Level 26
- Squirtle Level 26
- Bulbasaur Level 26

6 Leonard ₽800
- Geodude Level 23
- Machop Level 25

7 Phillip ₽736
- Geodude Level 23
- Geodude Level 23
- Graveler Level 25

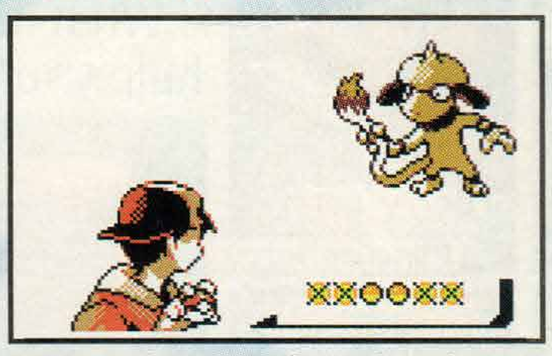
# THE RUINS OF ALPH section F-6




## B C Three Entrances to the Ruins of Alph

There are four entrances to the Ruins of Alph. F and G are easy... You can walk to room F from Route 32, and swim across a small pond to get to G. But you'll need to go into the Union Cave and take the doors marked B and C to get to the entrances to rooms H and I. We'll cover all of these rooms on the next page.

## D Natu, Smeargle, and a Trainer

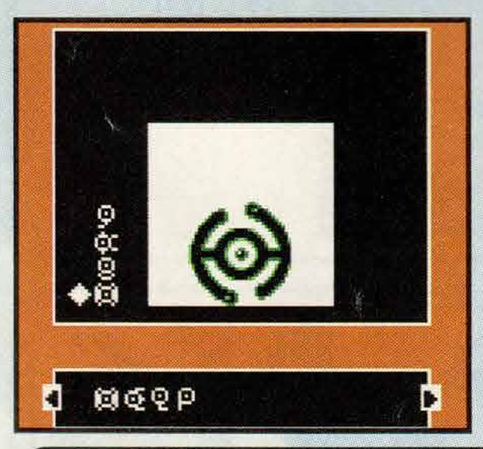


This thin strip of grass is one of the most overlooked Pokémon-catching areas in the game. It's the only place you can find Natu and Smeargle, so don't leave without them. Watch out for the lone trainer!

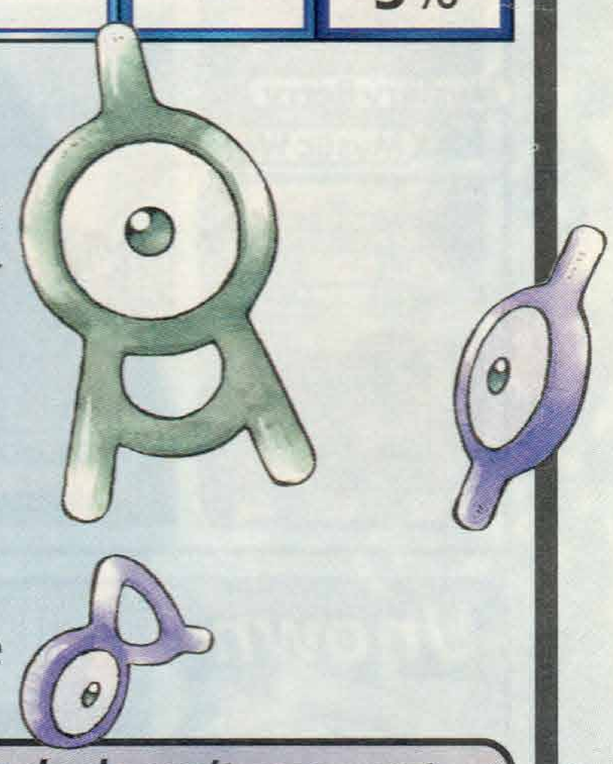
| Ruins of Alph | Morning | Day | Night |
|---|---|---|---|
| Natu | 90% | 90% | 90% |
| Smeargle | 10% | 10% | - |
| Wooper | - | - | 5% |
| Quagsire | - | - | 5% |

## E The Unown Research Scientists

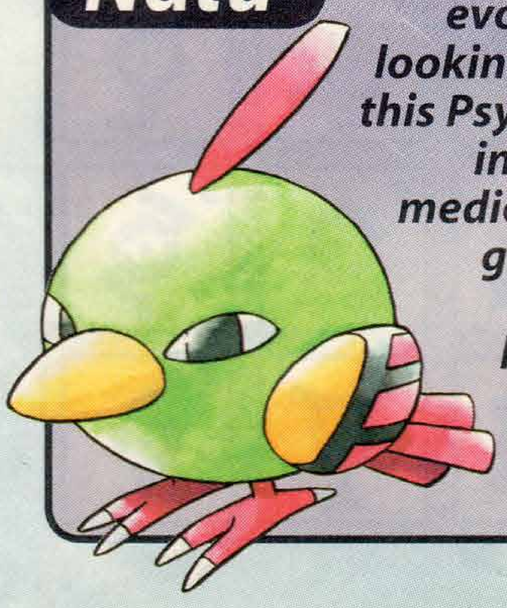
As you'll discover when you begin exploring the inside of this area, the Ruins of Alph is full of mysterious Pokémon known as "Unowns", of which there are 26 different variations. If you catch three or more, one of the scientists in this building will give you a special **Unown Pokédex** so you can keep track of which ones you've caught. You can access that in the option screen of the regular Pokédex.



If you catch all 26, the scientists will let you print them out on your Game Boy Printer. But note that all 26 variations won't be available until you've solved the puzzles in all four of the rooms.



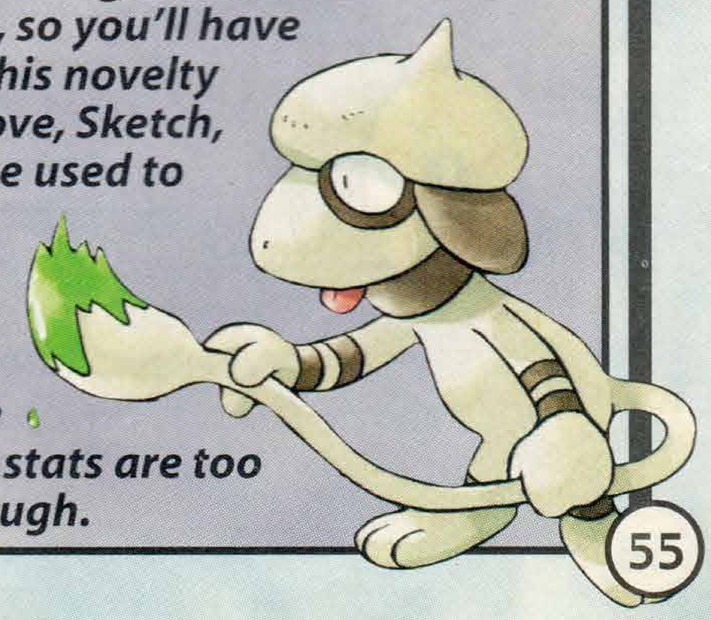
### Natu



***This little bird is hyper cute and evolves into one of my favorite-looking Pokémon. But as a fighter, this Psychic/Flying combo has nothing on Lugia. Its stats are very mediocre, and it doesn't get many good attacks. And while Natu can Teleport you back to the last Pokémon Center you visited, it can't learn to Fly for real (evolved form Xatu can, however).***

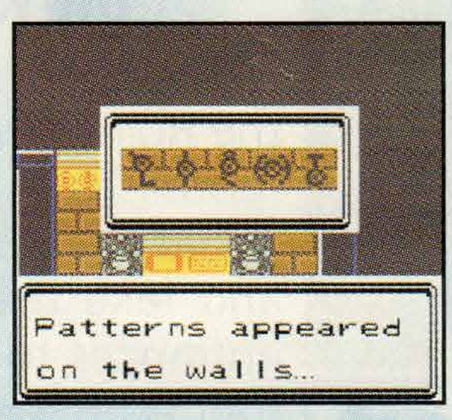
### Smeargle

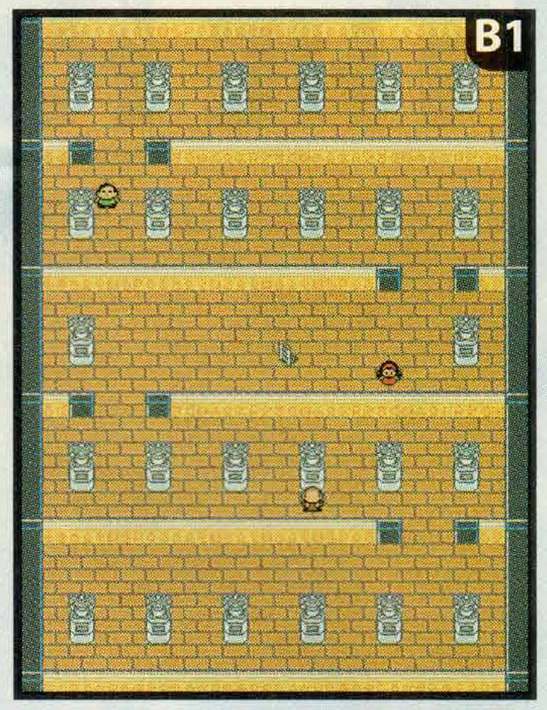
***Shy Smeargle doesn't come out much, so you'll have to be patient to catch one. This novelty Pokémon learns only one move, Sketch, every 10 levels. Sketch can be used to copy–permanently–the last attack used on Smeargle (it won't work versus humans). So with a lot of effort, you can set up Smeargle with the best attacks in the game. Its stats are too low to do much with 'em, though.***



## The New Alph Puzzles

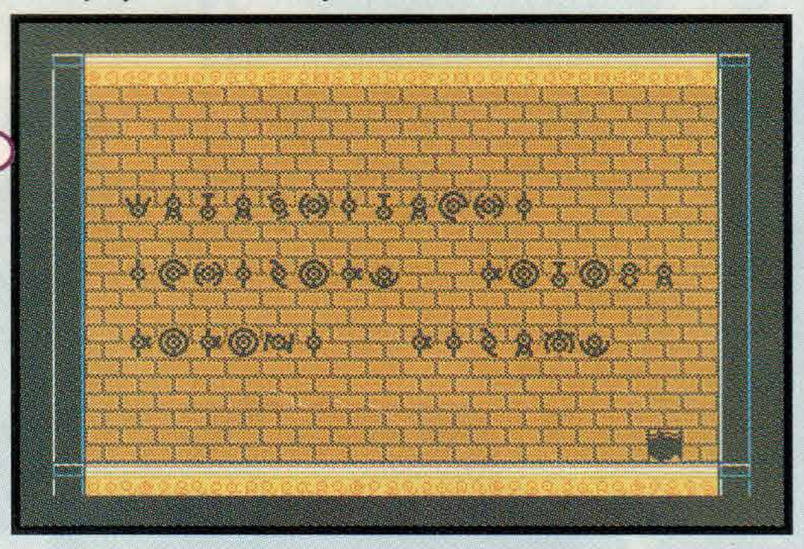
Each of the four rooms (F to I) has two puzzles. If you solve the sliding puzzle in the middle of the room, you'll be dumped into level B1 and more Unown variations will be released. The second puzzle involves the panels in the north part of the room. Translate the word, and then use a related item, technique, or Pokémon. You'll gain access to an area with four items, and a large room with a piece of the Unown story written on the floor. You can find the answers to these puzzles on page 107.





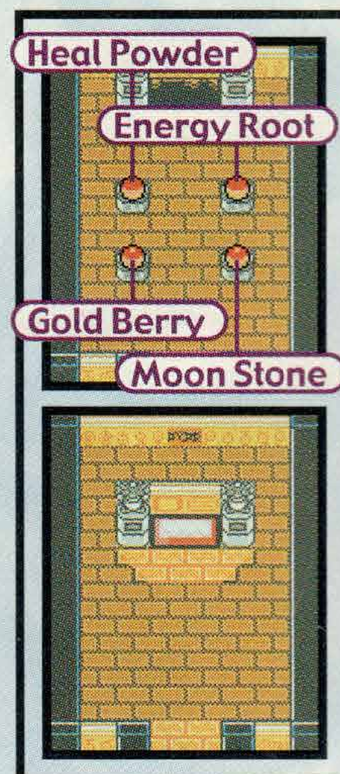

### F The "Escape" Room

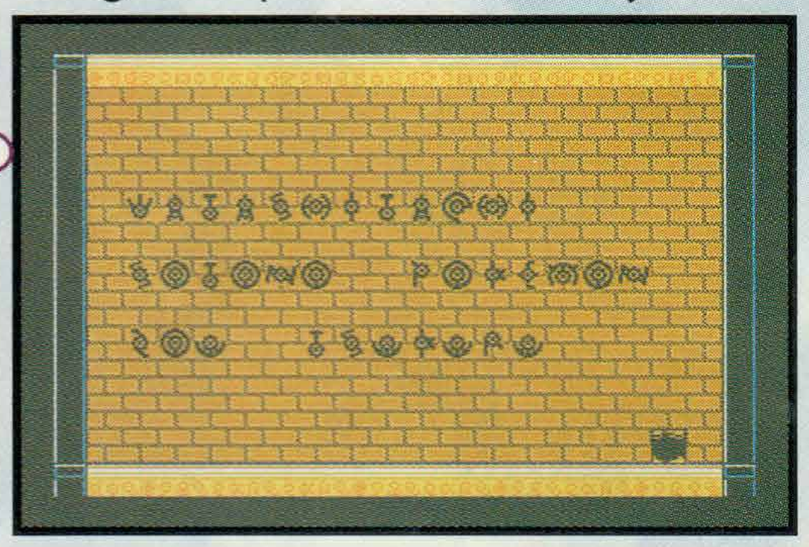
What item do you have that could help you "escape" from here? Hmm.



### G The "Light" Room

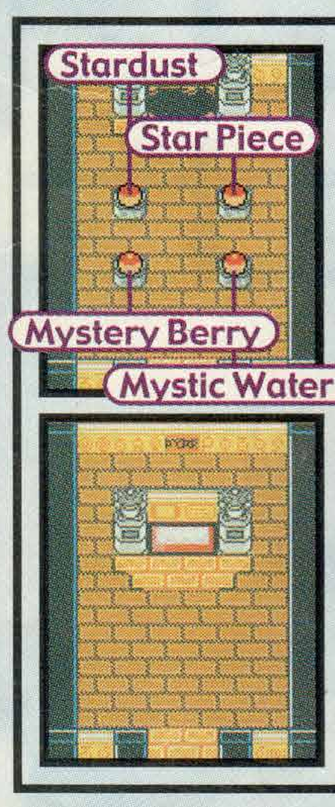
This one isn't an item... You'll need to light it up some other way.



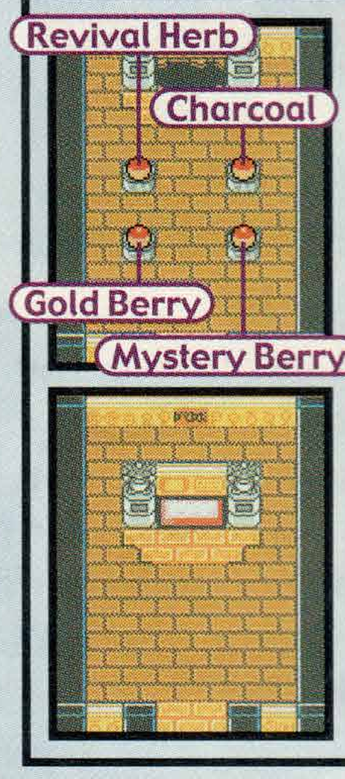
### H The "Water" Room

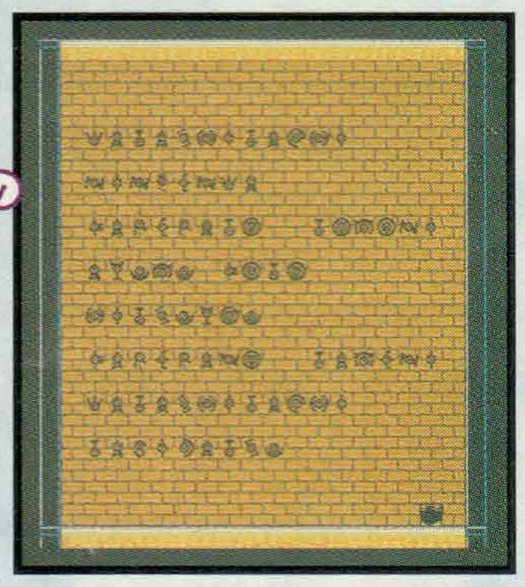
This one's frustrating, so I'll just say it. You need a Water Stone in your pack.



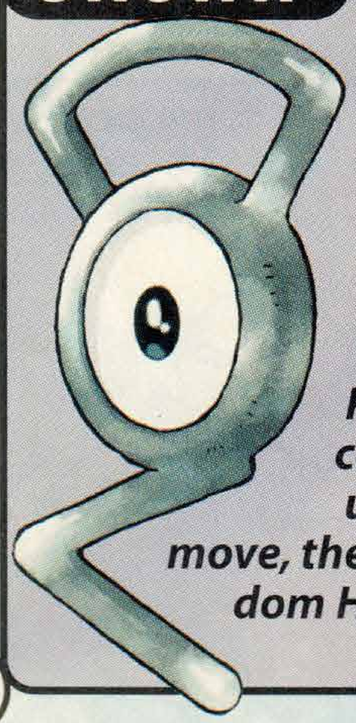
### I The "Ho-oh" Room

Obviously, you need Ho-oh to get past this one. Easier said than done, though. See page 101 for details.

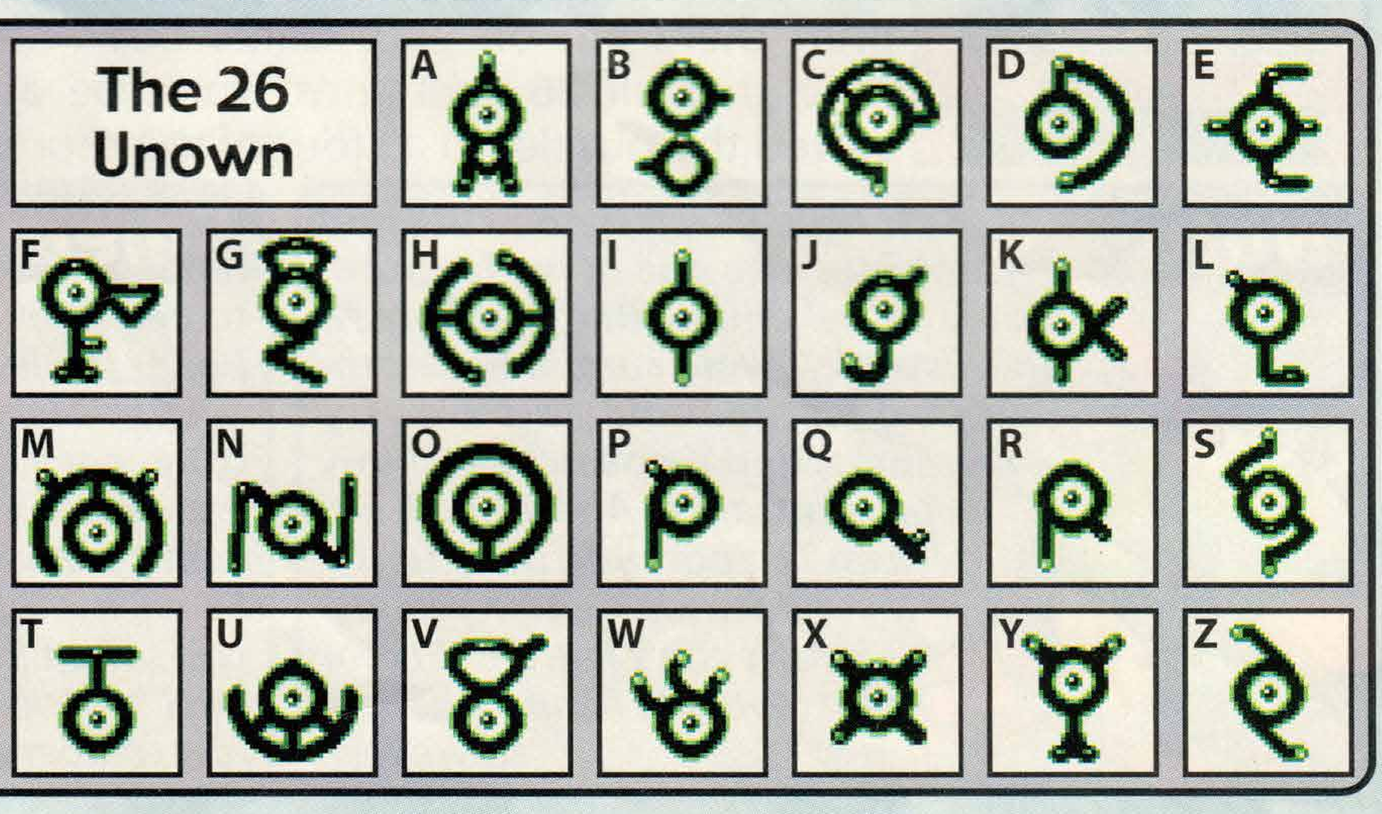


## Unown



***The Unown are an English cipher: Each variation represents a letter that it (sort of) resembles, and can be used to decipher the words that are everywhere in the Ruins of Alph. Translate them all to solve the mystery of these odd Pokémon. When it comes to combat, the Unown are fairly useless. They come with one move, the mysterious, seemingly random Hidden Power, and can never learn anything else.***

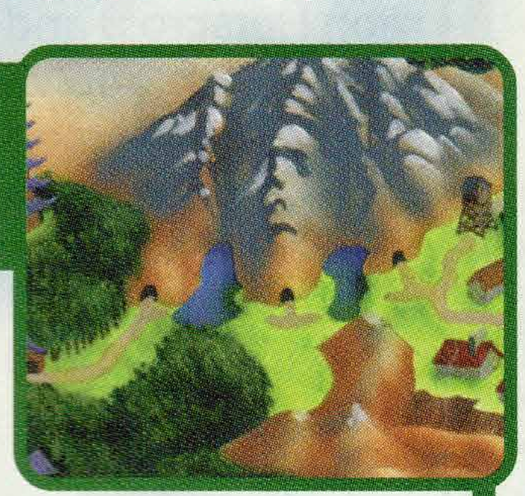


# Section G: The Glacier Badge

***Six badges down, only two to go! Our next stop will take us east from Ecruteak City to Mahogany Town, a town that's fallen under the dark shadow of Team Rocket. But before we can get into that gym, we'll need to visit the Lake of Rage and research the rumors of a Red Gyarados with the help of an old friend.***

## Route 42

section **G-1**



### A Ignore the Caves For Now

You'll pass three entrances to Mount Mortar as you cross Route 42, but you can't get to the caves' ultimate prize (an exclusive Pokémon) without HM 07 (Waterfall). We'll cover Mt. Mortar in detail on page 70.

### B Three Rare Apricorn Trees

You'll need to Cut your way into this Apricorn grove, but it's worth it. It's the only place in the game where you can get Pink, Green, and Yellow Apricorns, which can be made into **Love**, **Friend**, and **Moon Balls**. In Crystal, there's one more surprise...

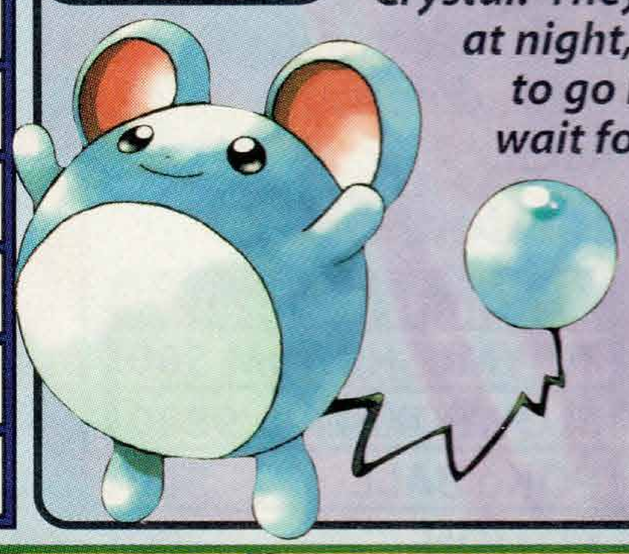
1. Tully ₽720
   - Qwilfish Level 18
2. Shane ₽960
   - Nidorina Level 16
   - Nidorino Level 16
3. Benjamin ₽512
   - Diglett Level 14
   - Geodude Level 14
   - Dugtrio Level 16

| Route 42 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 25% | 25% | - |
| Fearow | 5% | 5% | - |
| Ekans | 15% | 45% | - |
| Arbok | 5% | 5% | - |
| Rattata | 30% | 15% | 30% |
| Raticate | 20% | 5% | 20% |
| Marill | - | - | 10% |
| Zubat | - | - | 25% |
| Golbat | - | - | 15% |

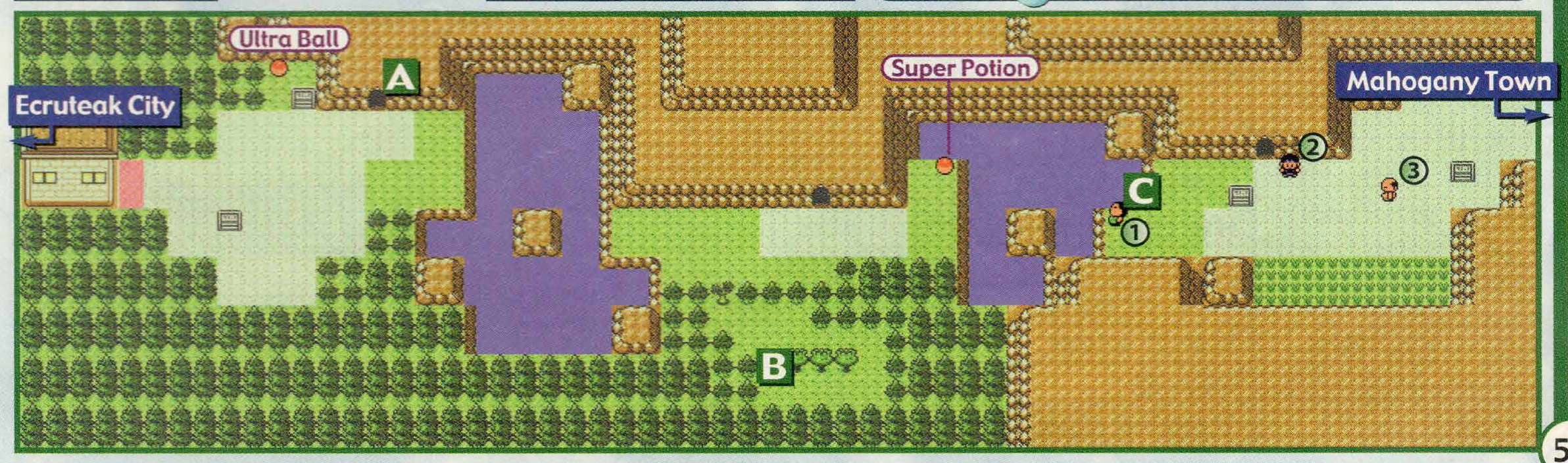
### C A Free Water Stone

Trade phone numbers after beating Tully, and he'll give you a call when he fishes up a free **Water Stone**. You can use that to evolve Staryu, Cloyster, Eevee, or Poliwag.

### Marill



***Marill is a lot easier to get in Crystal. They still only come out at night, but you don't need to go into Mt. Mortar and wait for swarms anymore. Alas, Marill's stats are still pretty poor (even after evolution) and its selection of moves leaves much to be desired.***

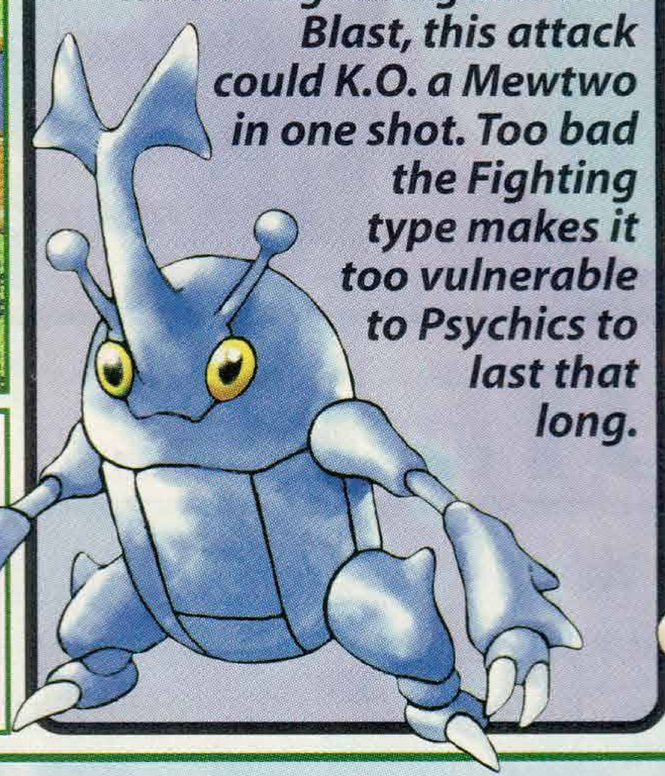


## C More Headbutting Fun!

Remember when you Headbutted all those trees to get a Pineco and Exeggcutor? Well, it's time to start Headbutting again, 'cause starting with Route 42, there's a whole new assortment of Pokémon to dislodge. You'll get a lot of Spearow, but you'll also knock down new Pokémon Heracross and Aipom. If you've lost the Pokémon that knew how to Headbutt, you can re-buy the TM (#02) in Goldenrod City.

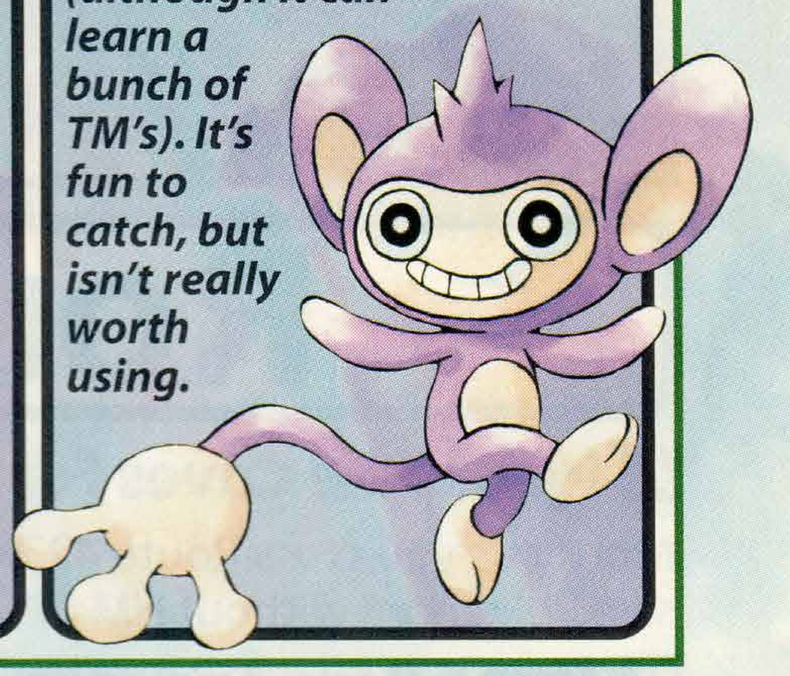
### Heracross

*Heracross is an interesting mix of Bug and Fighting types, and it alone learns Bug's new super attack, Megahorn. The Bug equivilant of Lightning and Fire Blast, this attack could K.O. a Mewtwo in one shot. Too bad the Fighting type makes it too vulnerable to Psychics to last that long.*



### Aipom

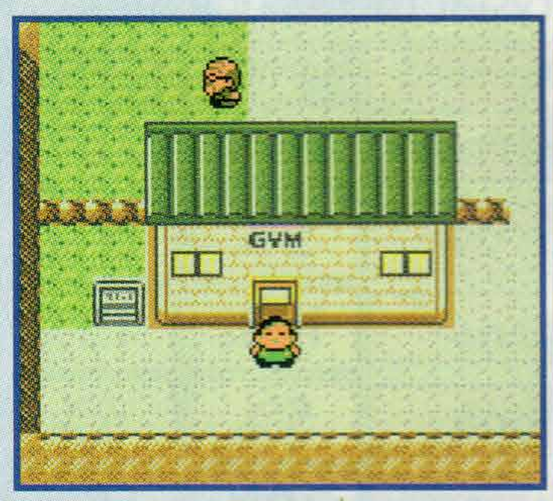
*This disturbing Pokémon is one of 32 pure-Normal Pokémon in Gold, Silver and Crystal. Aipom is quick, but has otherwise unimpressive stats and a poor collection of moves (although it can learn a bunch of TM's). It's fun to catch, but isn't really worth using.*



# section G-2 MAHOGANY TOWN

## A B What's Going on Here?

Something's wrong in Mahogany, and it shouldn't take three guesses to figure out who's to blame. Team Rocket has the Gym blocked, and the path to Route 44 shut down. (The guy who blocks your way will offer to sell you a Ragecandybar for ₽300, but won't let you pass whether you buy them or not). That leaves you no choice but to head north to Route 43 (and the Lake of Rage).

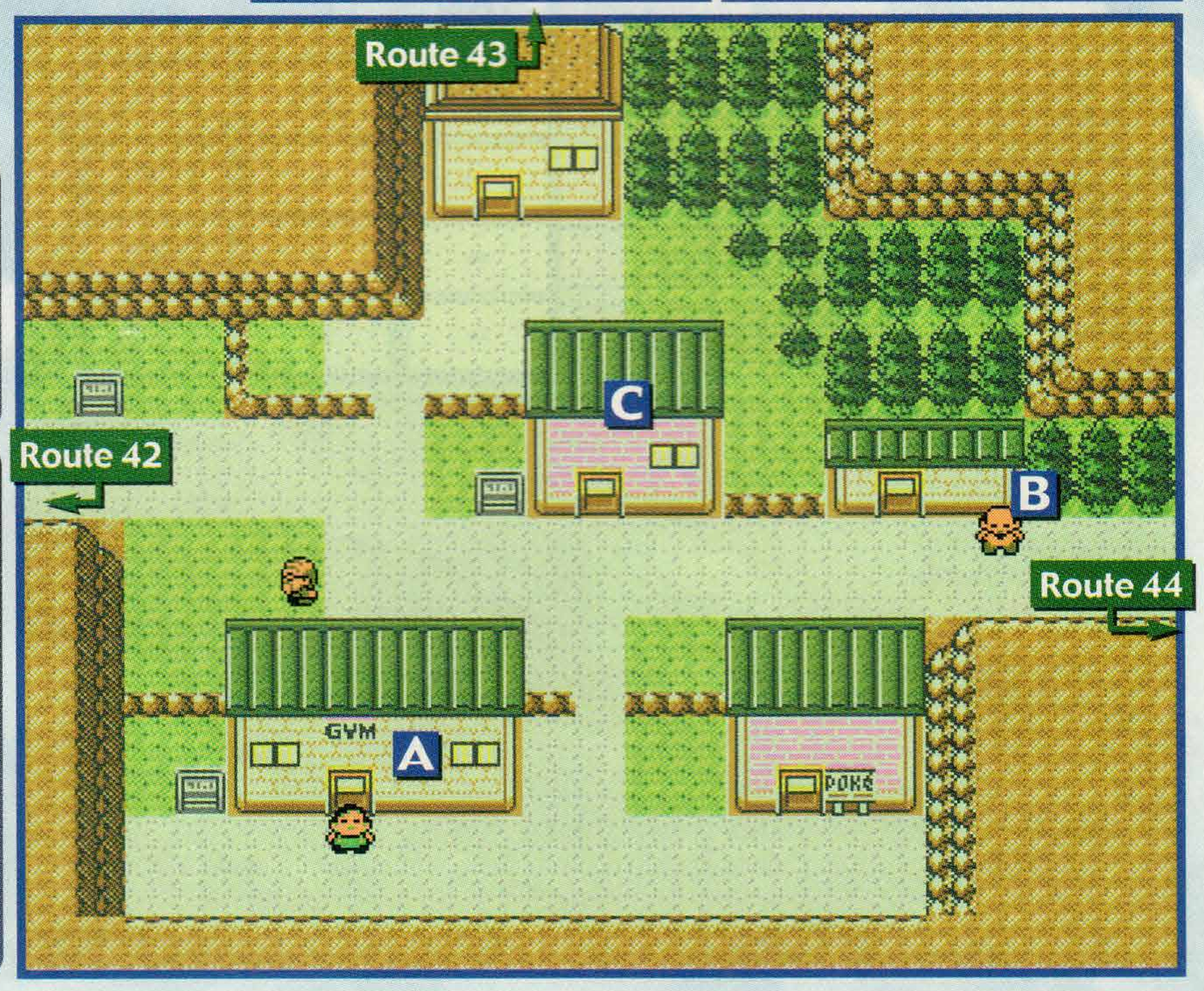


## C A Very Unusual Item Shop

Instead of the usual staples, this item shop sells odd items like Tinymushrooms and Slowpoketails. Both of these items have no real use (they can be resold for the same price), and the shop will revert to a normal store when all of this Team Rocket madness has been cleared up.

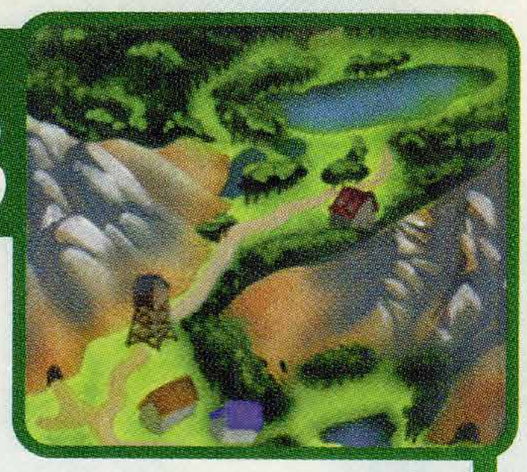
| Shop (Before) | |
|---|---|
| TINYMUSHROOM | 500 |
| SLOWPOKETAIL | 9800 |
| POKé BALL | 200 |
| POTION | 300 |

| Shop (After) | |
|---|---|
| RAGECANDYBAR | 300 |
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| SUPER REPEL | 500 |
| REVIVE | 1500 |
| FLOWER MAIL | 50 |



# ROUTE 43

section **G-3**



## A Team Rocket Demands an Exorbitant Toll

Team Rocket has taken over the guardhouse on the east side of Route 43. They'll be happy to let you pass... For ₽1,000. If you don't want to pay, you'll have to loop around to the west. But that may be for the best; the grassy areas along Route 43 are the only places in Crystal where you can catch a Farfetch'd.

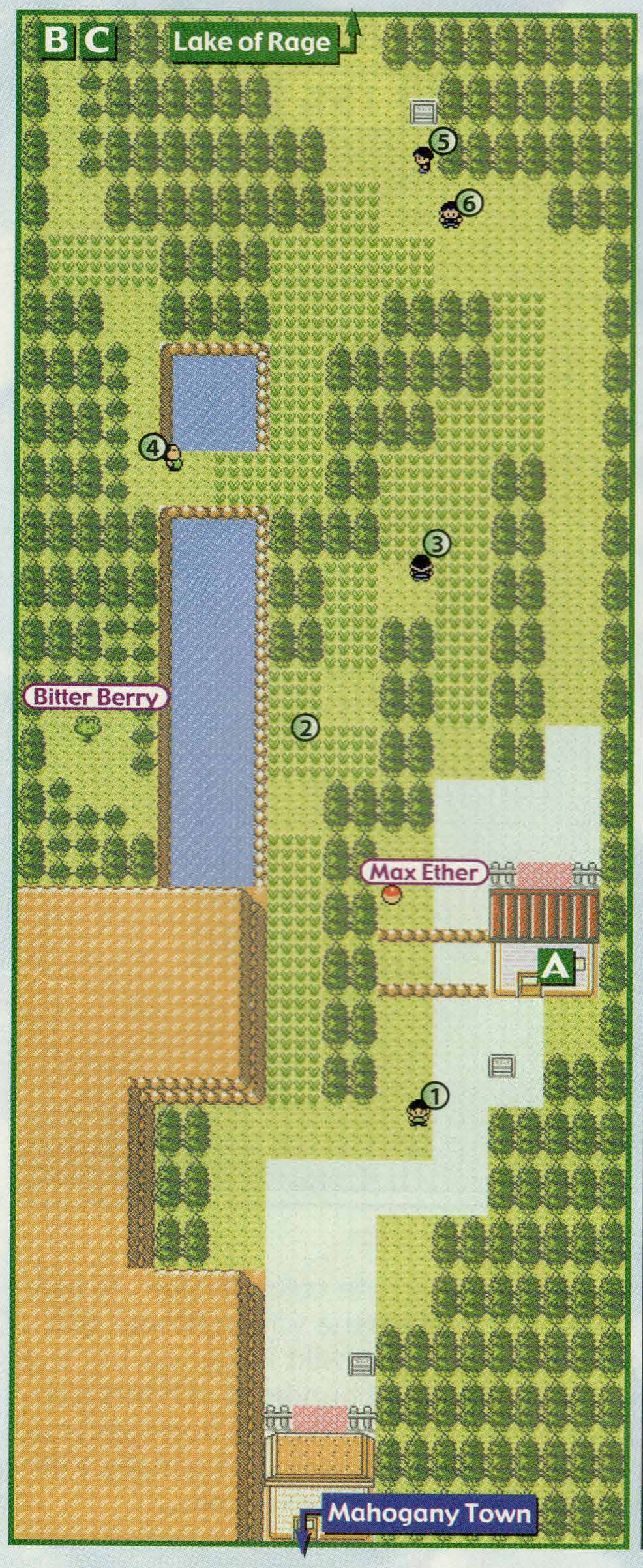
After you've crushed the Rockets, the guardhouse will fall back into friendly hands, and you'll be allowed to pass freely. And the new guard will thank you with **TM 36** (Sludge Bomb), an awesome Poison-type attack.

## B The Western Path to the Lake

Follow this path to the Lake of Rage area, and you'll arrive at this man's home. He'll give you **TM 10** (the very odd Hidden Power move). Continue east for **TM 43** (Detect).

## C Mr. Wednesday's Blackbelt

Wesley, the man in this corner of the Lake of Rage (see map) only comes out on Wednesdays. He'll give you a **Blackbelt**, which strengthens Fighting-type attacks.




1
- Spencer ₽380
- Sandshrew Level 17
- Sandslash Level 17
- Zubat Level 17

2
- Tiffany ₽400
- Clefairy Level 20

3
- Brent ₽1140
- Lickitung Level 19

4
- Marvin ₽600
- Magikarp Level 10
- Gyarados Level 10
- Magikarp Level 15
- Gyarados Level 15

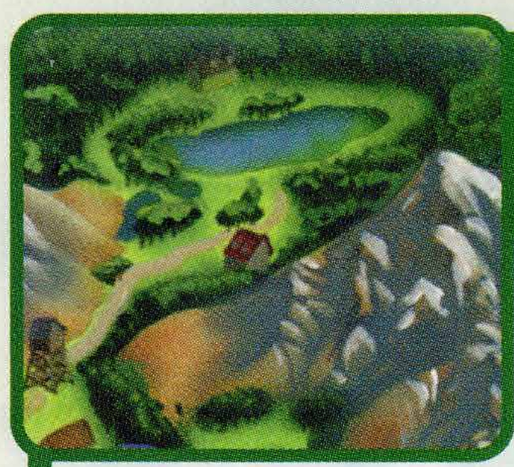
5
- Ron ₽1140
- Nidoking Level 19

6
- Ben ₽1140
- Slowbro Level 19

| ROUTE 43 | Morning | Day | Night |
|---|---|---|---|
| Sentret | 25% | 25% | - |
| Furret | 20% | 20% | - |
| Pidgeotto | 30% | 30% | - |
| Farfetch'd | 20% | 20% | - |
| Raticate | 5% | 5% | 30% |
| Venonat | - | - | 35% |
| Venomoth | - | - | 5% |
| Noctowl | - | - | 30% |

### Farfetch'd

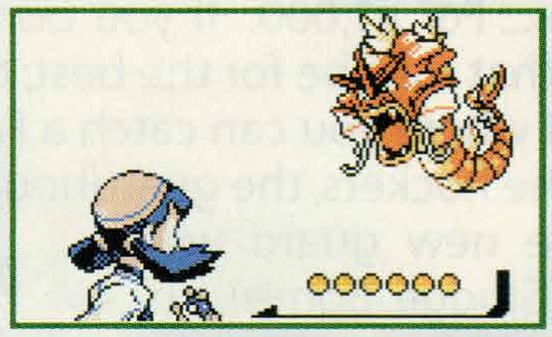
*You can't get Girafarig in Crystal, unfortunately. Instead, the rare Pokémon in this area is Farfetch'd. It's a fun Pokémon, but with limited growth potential. It can now learn False Swipe, the move that hurts Pokémon without risk of K.O.'ing them, but it doesn't get that opportunity until level 44.*



section
# G-4 LAKE OF RAGE

## D Capture the Red Gyarados

You don't need to capture this Gyarados to proceed, but you do need to battle it, so you might as well. After all, when are you ever gonna see another red Gyarados? Whether you capture it or K.O. it, you'll get the **Red Scale** when the battle is over. Take this to Mr. Pokémon way back on Route 30 and he'll swap it for an **EXP Share**.



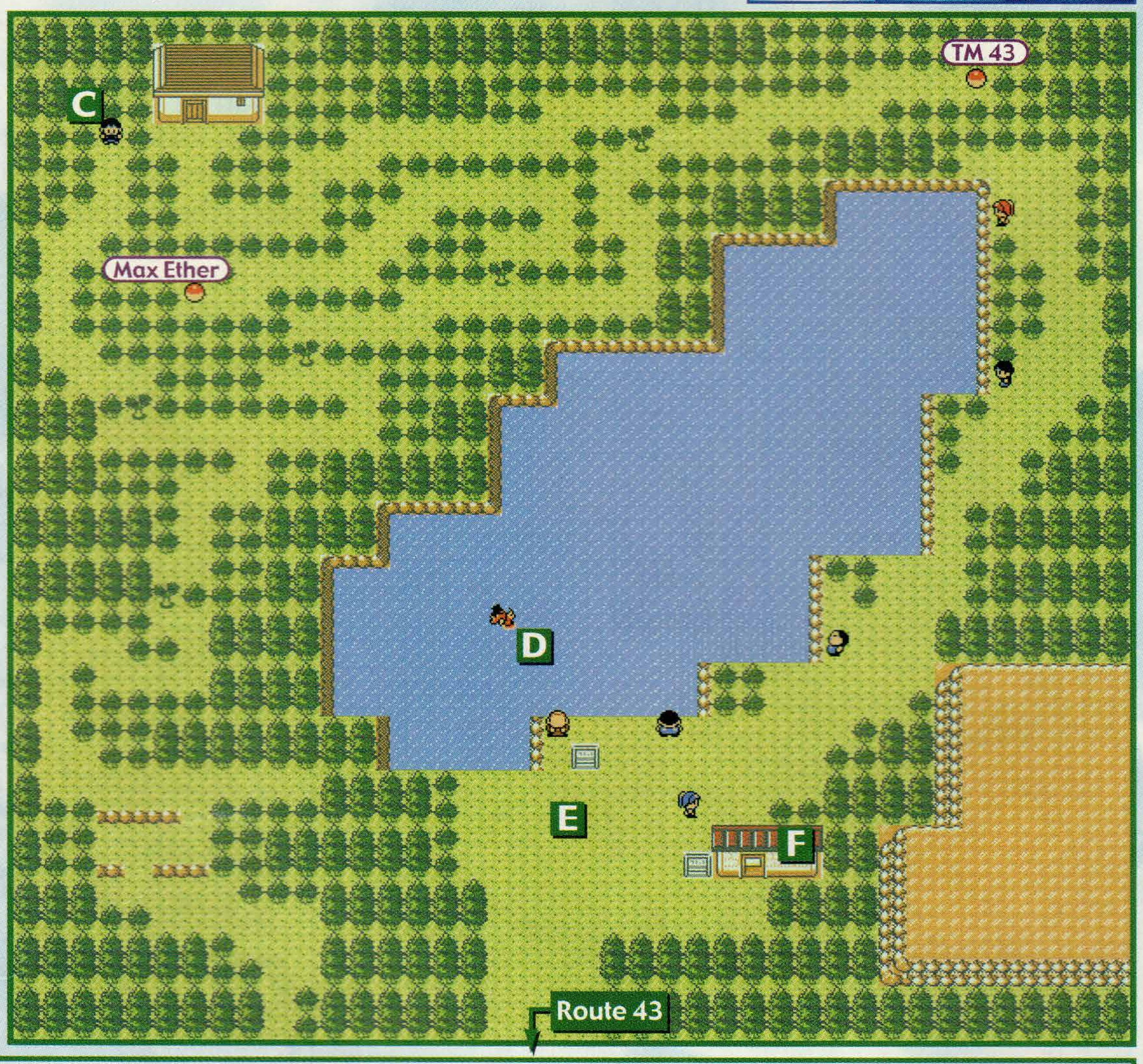
## E An Unexpected Ally Vows Revenge

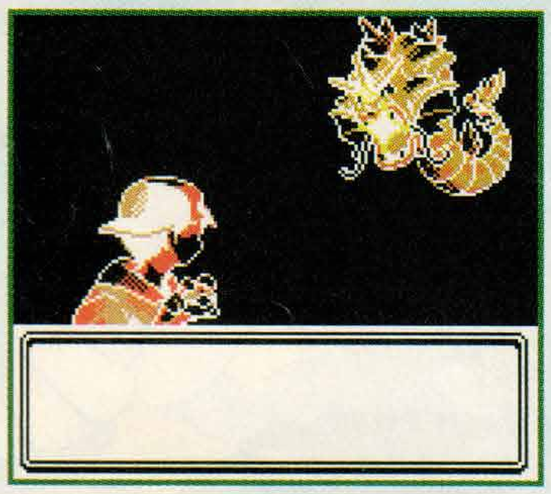
When you make it back to shore, you'll meet Lance, the elite Dragon trainer Ash defeated in Red/Blue/Yellow. He isn't here to start trouble, but to stop it; follow him to the item shop in Mahogany Town and battle Team Rocket together.

| Lake of Rage | Morning | Day | Night |
|---|---|---|---|
| Magikarp | 85% | 85% | 85% |
| Gyarados | 15% | 15% | 15% |

## F Catch Magikarp for Fun and Prizes

When Team Rocket in Mahogany has been thoroughly defeated, come back here and check out the sign outside this guy's house. If you can fish up a bigger Magikarp than the record it lists, you can collect a prize from the guy in the house. It's just a **Max Ether**, though, so don't get too excited.



## Alternate Color Pokémon Explained

Gyarados isn't the only Pokémon to have an alternate color version. In fact, they all do. You'll know you've come across one when the screen flashes black as in the shot on the left. It's a random chance with any wild Pokémon, but the odds of finding one are incredibly low. You could spend hundreds of hours playing without ever encountering a single one (besides Gyarados), so don't get your heart set on catching alternate color versions of all of them. Incidentally, their stats and abilities are basically the same as the normal color versions.

# Team Rocket HQ

section **G-5**

Team Rocket was behind the mutated Gyarados all along, and Mahogany is a front for their underground plant. If you follow Lance into the Item Shop and down the stairs, you can challenge Team Rocket's leaders and drive them away.

## A B Team Rocket's Twisted Traps, Part I

Whenever you pass one of the gold Persian statues, a pair of Rockets (rosters shown to the right) come dashing out to attack. You can't avoid these fights, and you'll fight the same two Rockets every time (but only the first time you pass each statue).

But why fight them at all? Head down to point B and use the computer to turn the security system off entirely.

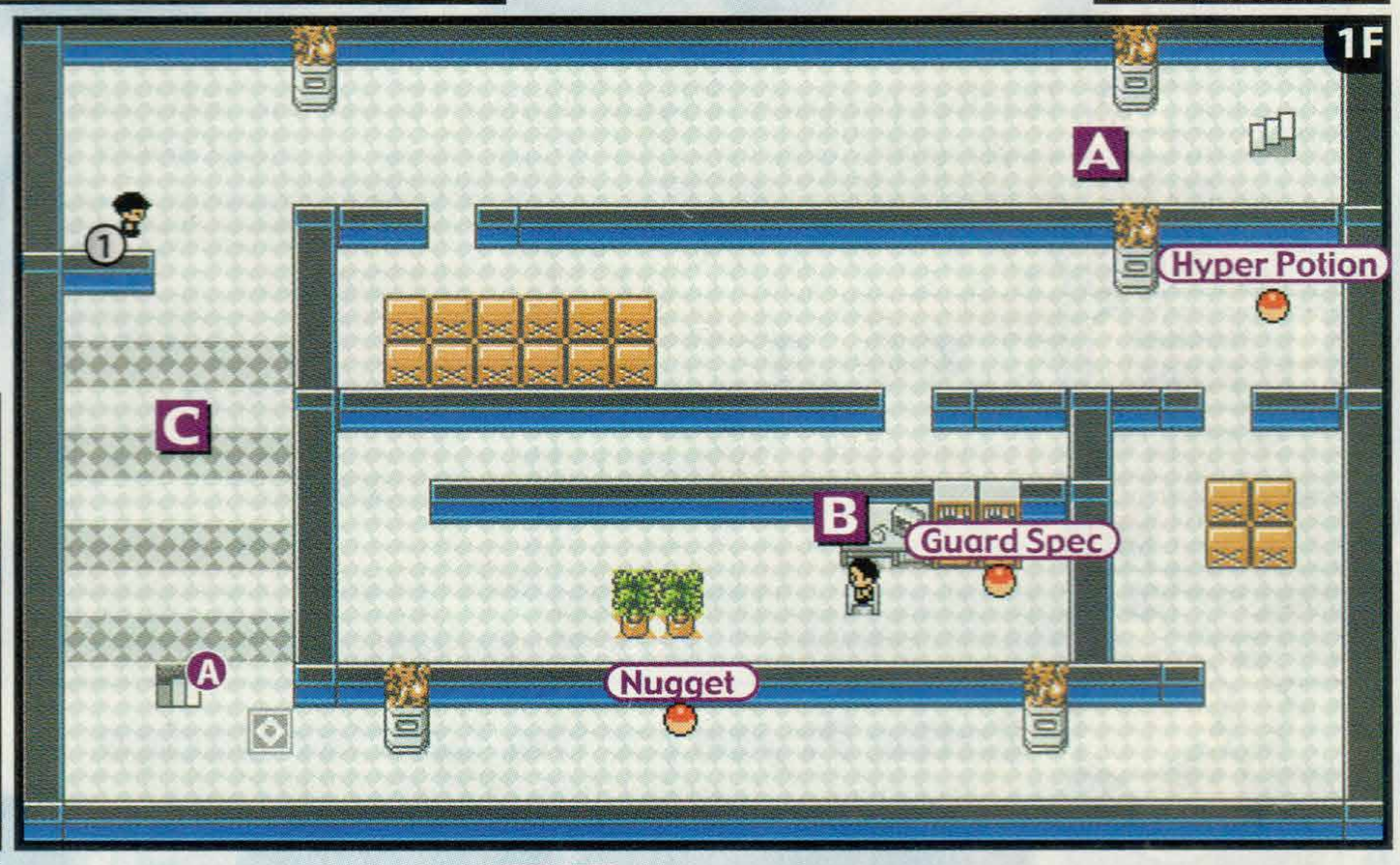
| Rocket ₽760 | |
|---|---|
| Drowzee Level 17 | |
| Zubat Level 19 | |

| Rocket ₽720 | |
|---|---|
| Zubat Level 16 | |
| Muk Level 17 | |
| Rattata Level 18 | |

| 1 Rocket ₽640 | |
|---|---|
| Rattata Level 16 | |
| Rattata Level 16 | |
| Rattata Level 16 | |
| Rattata Level 16 | |

## C TR's Twisted Traps, Part 2

The off-color floor here is full of pits that force you into fights with Voltorb, Koffing, and Geodude. Like any other fight, you can capture or K.O. the Pokémon, but they won't be back the next time you pass over that exact tile. Or skip the traps entirely by taking the long way around.



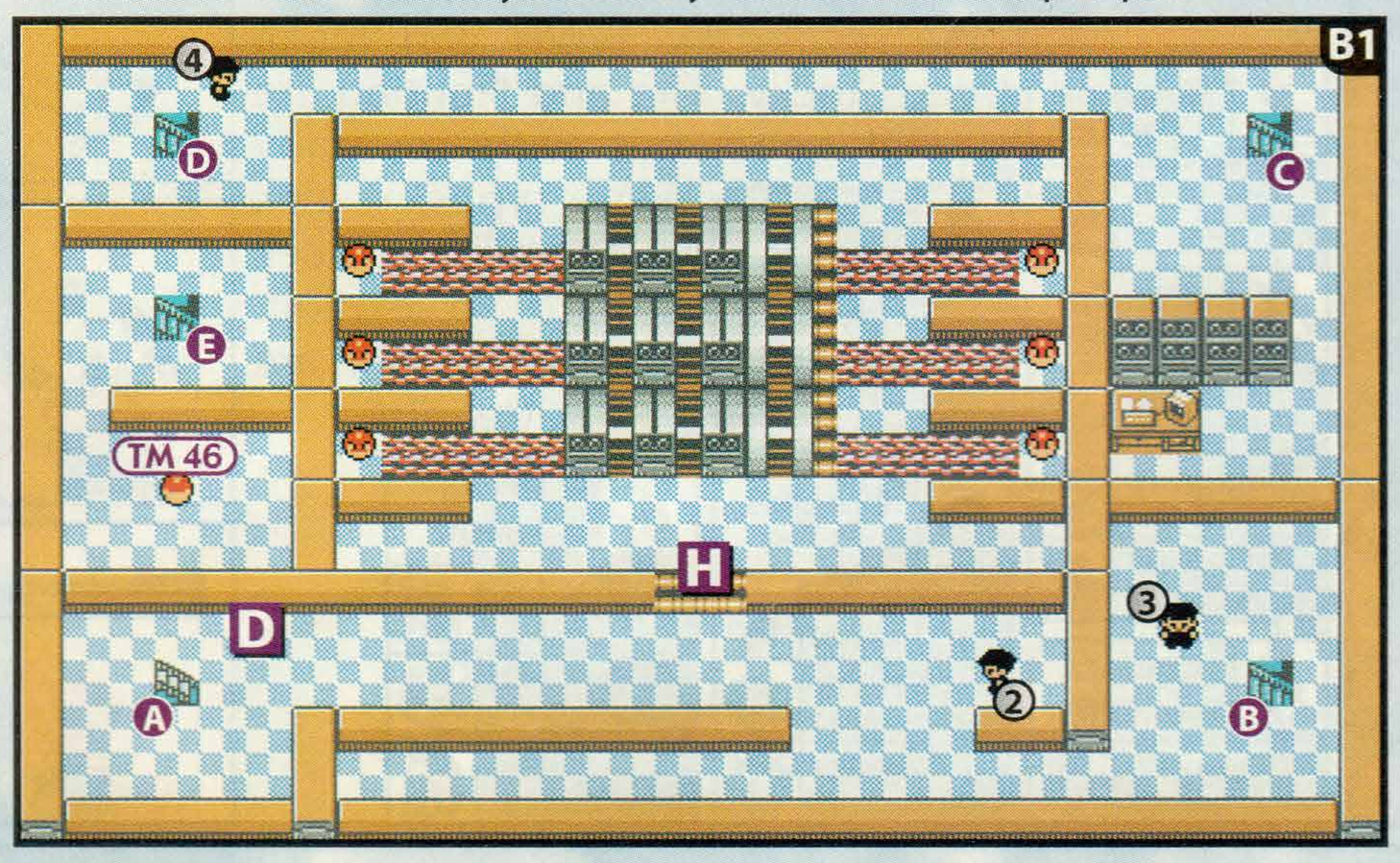

## D Lance Heals Your Pokémon

Lance is waiting for you at this point, and he'll happily heal all your Pokémon, this one time only, before you move on.

| 2 Rocket ₽720 | |
|---|---|
| Venonat Level 18 | |
| Venonat Level 18 | |

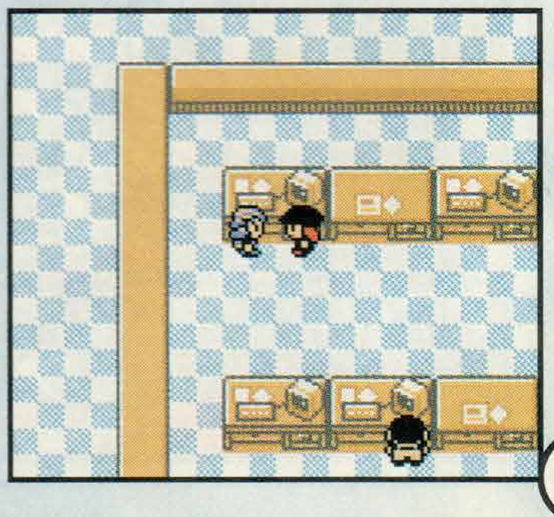
| 3 Rocket ₽720 | |
|---|---|
| Golbat Level 18 | |

| 4 Rocket ₽680 | |
|---|---|
| Rattata Level 17 | |
| Zubat Level 17 | |
| Rattata Level 17 | |



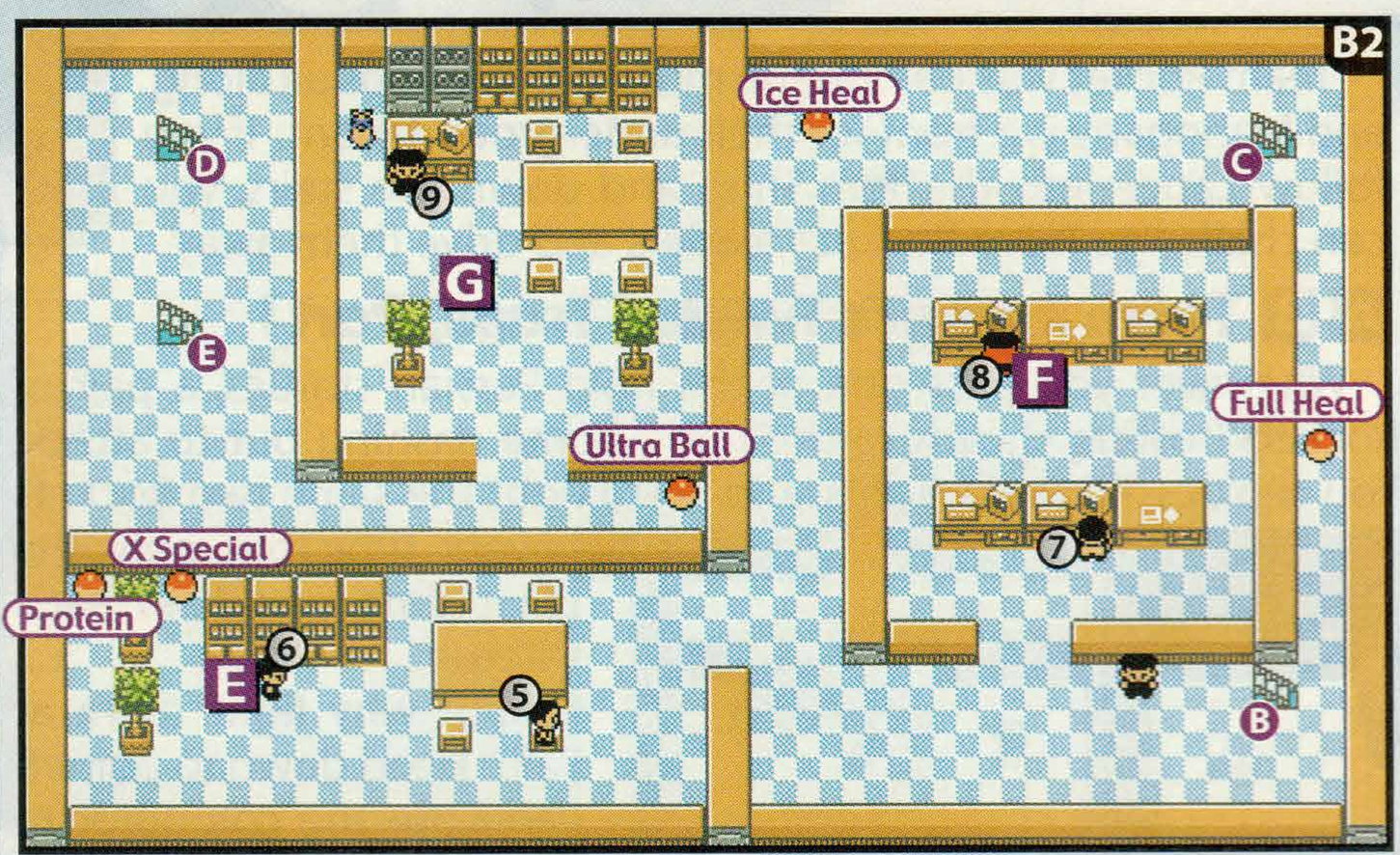

## E F Find the Two Passwords!

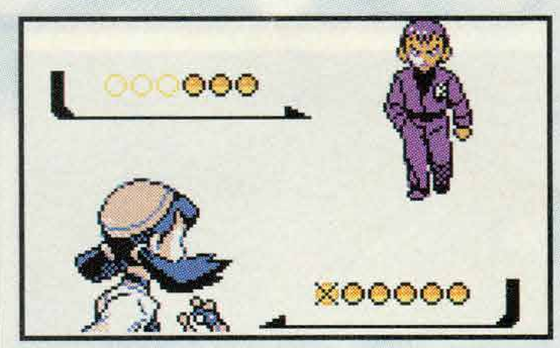
Security systems are only as strong as the people who know the passwords, which in this case isn't very strong at all. To get the codes to open up the Team Rocket chief's office, rough up trainers #6 and #8 on level B2 and talk to them afterwards.



| | |
|---|---|
| 5 | Mitch ₽2400 |
| | Ditto Level 24 |
| 6 | Rocket ₽760 |
| | Raticate Level 19 |
| 7 | Ross ₽2200 |
| | Koffing Level 22 |
| | Koffing Level 22 |
| 8 | Rocket ₽720 |
| | Ekans Level 18 |
| | Gloom Level 18 |
| 9 | Rocket ₽1584 |
| | Zubat Level 22 |
| | Raticate Level 24 |
| | Koffing Level 22 |
| 10 | Rocket ₽1800 |
| | Ekans Level 23 |
| | Gloom Level 23 |
| | Murkrow Level 25 |

## G Take Down Team Rocket's Regional Executive

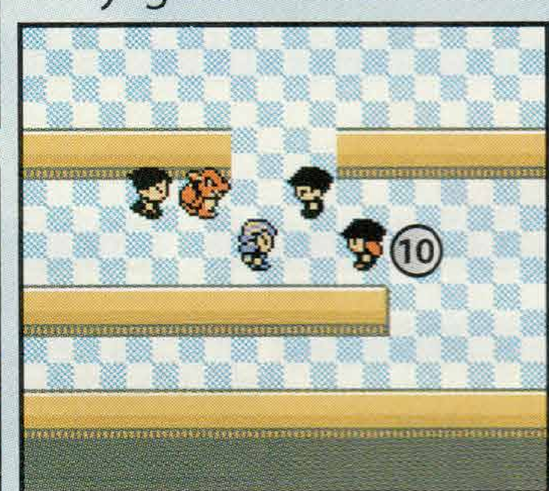


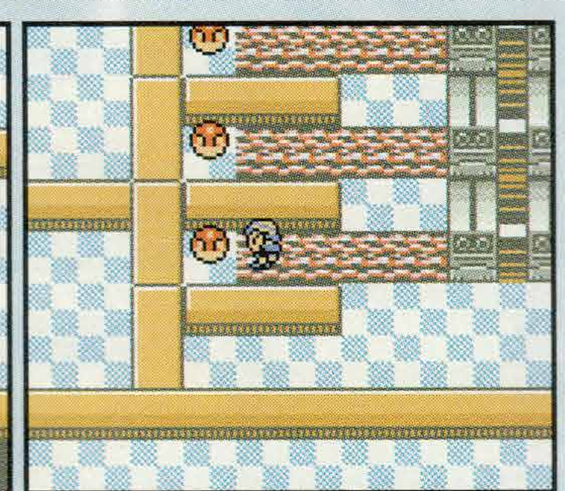



This guy's Raticate can be tough, so make sure your Pokémon are in fighting shape before you even enter the room. Once you've bested him, talk to his loose-lipped Murkrow to get the password for the Generator Room.

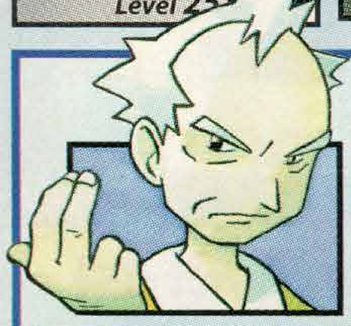
## H Shut Down the Plant's Power Generator

Your troubles aren't over yet. After you snag the password, head back to level B1. You'll want to save first; a pair of Team Rocket members (you fight #10, on the left) will be waiting. And it only gets worse: You then have to deal with the three Level 23 Electrode that are powering the plant. They're fond of Selfdestruct, so you'll need at least three Pokémon that are still in fighting shape.



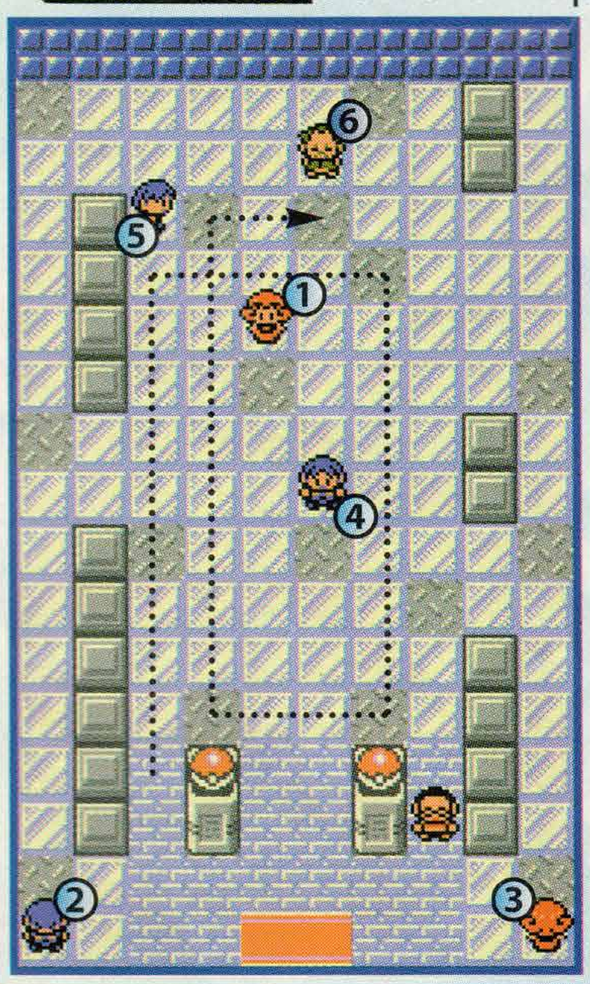


When that's done, the Rockets will disappear from Mahogany, and Lance will reward you with **HM 06** (Whirlpool).



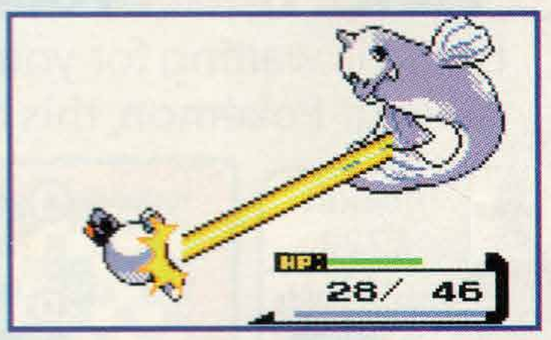
## Battle Pryce for the Glacier Badge

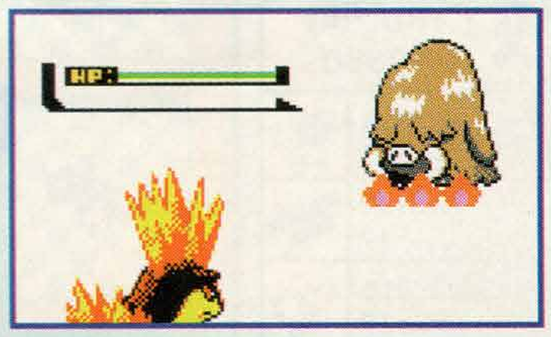
You'll go sliding all the way to the opposite wall when you set foot on a block of ice, so even getting to the master of this gym can be tricky. We've traced in the route to take on the map, but you'll need to find routes of your own to get to some of the junior trainers.



Ice is a pretty easy type to deal with, but some of their secondary Types can make things tricky. Fire and Fighting are still good, but with so many Water-types, Ice's vulnerability to Rock is hard to exploit. Electric Pokémon are a better pick.

| | |
|---|---|
| 1 | Roxanne ₽2016 |
| | Jynx Level 28 |
| 2 | Ronald ₽1728 |
| | Seel Level 24 |
| | Dewgong Level 25 |
| | Seel Level 24 |
| 3 | Clarissa ₽2016 |
| | Dewgong Level 28 |
| 4 | Brad ₽1872 |
| | Swinub Level 26 |
| | Swinub Level 26 |
| 5 | Douglas ₽1728 |
| | Shellder Level 24 |
| | Shellder Level 24 |
| | Cloyster Level 25 |
| 6 | Pryce ₽3100 |
| | Seel Level 27 |
| | Dewgong Level 29 |
| | Piloswine Level 31 |





# Section H: The Rising Badge

***Only one badge remains, but it will have to wait. Professor Elm has received word of an emergency at the Goldenrod City Radio Tower, and that's going to have to be your first priority. When that's finally settled, we'll head to secluded Blackthorn City in Johto's Far East to fight for the Rising Badge.***

# Radio Tower

section **H-1**

**1**
- Rocket ₽960
- Raticate Level 24
- Raticate Level 24

**2**
- Rocket ₽1040
- Arbok Level 26

**3**
- Rocket ₽920
- Rattata Level 21
- Rattata Level 21
- Rattata Level 21
- Rattata Level 23
- Rattata Level 23

**4**
- Rocket ₽1040
- Zubat Level 26
- Zubat Level 26

**5**
- Rocket ₽1000
- Grimer Level 23
- Grimer Level 23
- Muk Level 25

**6**
- Marc ₽2700
- Magnemite Level 27
- Magnemite Level 27
- Magnemite Level 27

**7**
- Rocket ₽760
- Weezing Level 26

**8**
- Rocket ₽920
- Koffing Level 23
- Grimer Level 23
- Zubat Level 23
- Rattata Level 23

**9**
- Rich ₽3000
- Porygon Level 30

**10**
- Rocket ₽880
- Zubat Level 22
- Golbat Level 24
- Grimer Level 22

**11**
- Rocket ₽2160
- Koffing Level 30
- Koffing Level 30
- Koffing Level 30
- Weezing Level 32
- Koffing Level 30
- Koffing Level 30

## Big Trouble in Goldenrod

The path to the next badge is clear, but Prof. Elm needs your help in Goldenrod. Fly down there, pick a roster of strong fighters, and infiltrate the Radio Tower.

## A Defeat the Imposter and Get the Underground Key

After fighting through five floors of Team Rocket, you can challenge the fake director for the **Underground Key**.

*Remember this door in the Goldenrod Underground? You can't get any farther in the Tower, so take your Key down here and search for the real tower director.*

## B Another Rival Ambush

- Rival ₽1920
- Golbat Level 30
- (Starter) Level 32 ?
- Magnemite Level 28
- Haunter Level 30
- Sneasel Level 32

Got the feeling you're being followed? Your rival will reveal himself in the Underground area, and there's no avoiding a battle this time. Check out his new Sneasel!

## C D E Switch-Flipping Fun

These switches interact with each other in odd ways, so if you want to accomplish anything, you'll have to flip them in the right order. To get down to the door, you'll need to flip them in E-D-C order. You'll need different combinations to get to the items, but none of them are really worth the effort.

1
Rocket ₽1080
Rattata Level 27

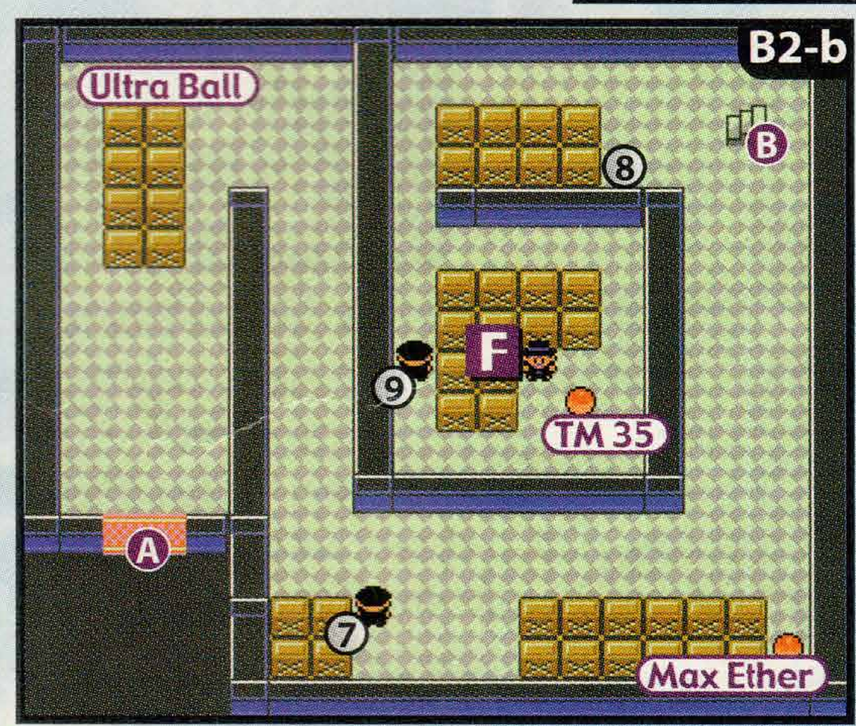
2
Rocket ₽1000
Muk Level 23
Rattata Level 25
Koffing Level 23

3
Rocket ₽960
Koffing Level 24
Muk Level 24

4
Eddie ₽2112
Growlithe Level 26
Koffing Level 24

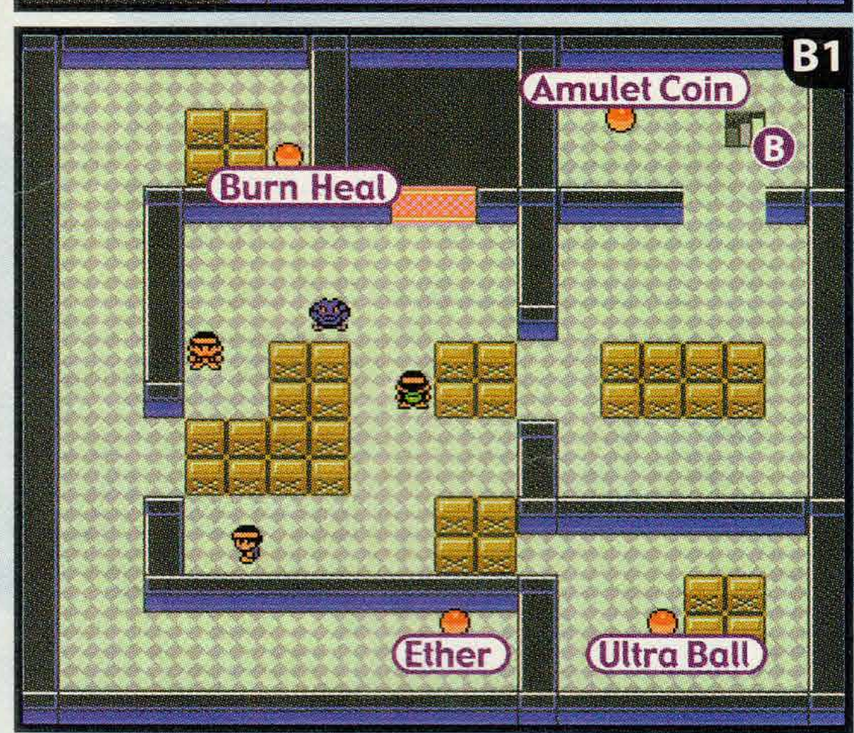
5
Duncan ₽2024
Koffing Level 23
Magmar Level 25
Koffing Level 23

6
Rocket ₽1000
Gloom Level 25
Gloom Level 25




## F Rescue the Director

The director here will give you the **Card Key** that opens up the locked door on the 3rd floor of the Radio Tower. But before you rush back, head up to the basement of the Department Store (B1) and grab the money-doubling **Amulet Coin**. If you want any of the other items, leave and re-enter to make the crates shift.




7
Rocket ₽960
Raticate Level 24
Golbat Level 24

8
Rocket ₽920
Grimer Level 26
Weezing Level 23

9
Rocket ₽1000
Koffing Level 25
Koffing Level 25

## G Final Battles in the Radio Tower

The pair of Rockets on the fifth floor have tough rosters (they're heavy on Dark-type Pokémon, so Fighting and Bug Pokémon work best), but defeating them is the way to drive Team Rocket out of Goldenrod for good.

1
Rocket ₽1040
Raticate Level 24
Koffing Level 26

2
Rocket ₽2592
Golbat Level 36

3
Rocket ₽960
Arbok Level 21
Arbok Level 21
Oddish Level 23
Gloom Level 24

4
Rocket ₽2304
Arbok Level 32
Murkrow Level 32
Vileplume Level 32

5
Rocket ₽2520
Houndoor Level 33
Koffing Level 33
Houndoom Level 35

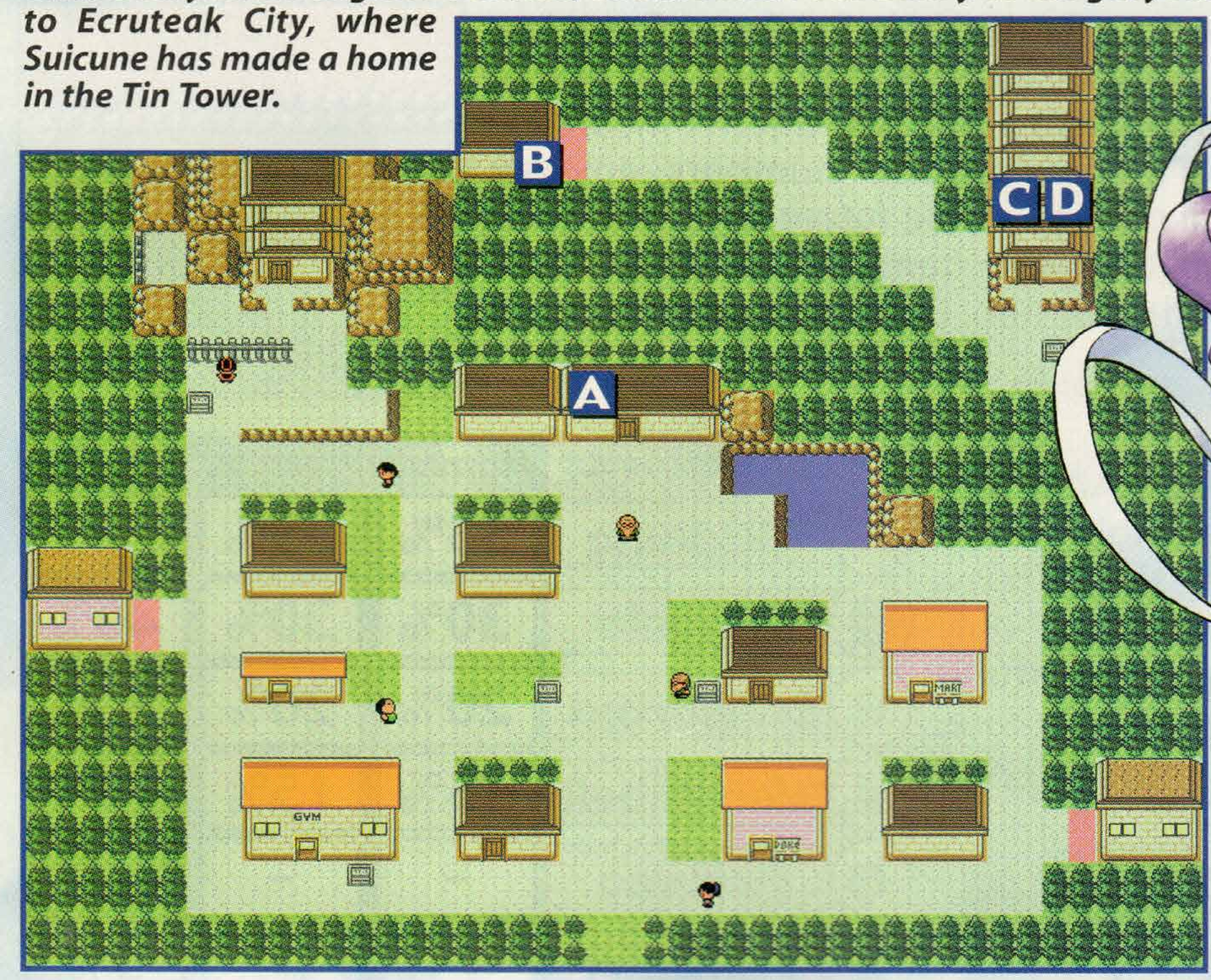
## H I J Collect Your Just Rewards

When the director returns to his seat at point H, he'll reward you with the **Clear Bell**, the new key item that allows you to battle Suicune in the Tin Tower. Prof. Oak's co-host at point I will give you another **Pink Bow**, and a woman on the third floor will give you **TM 11** (Sunny Day).

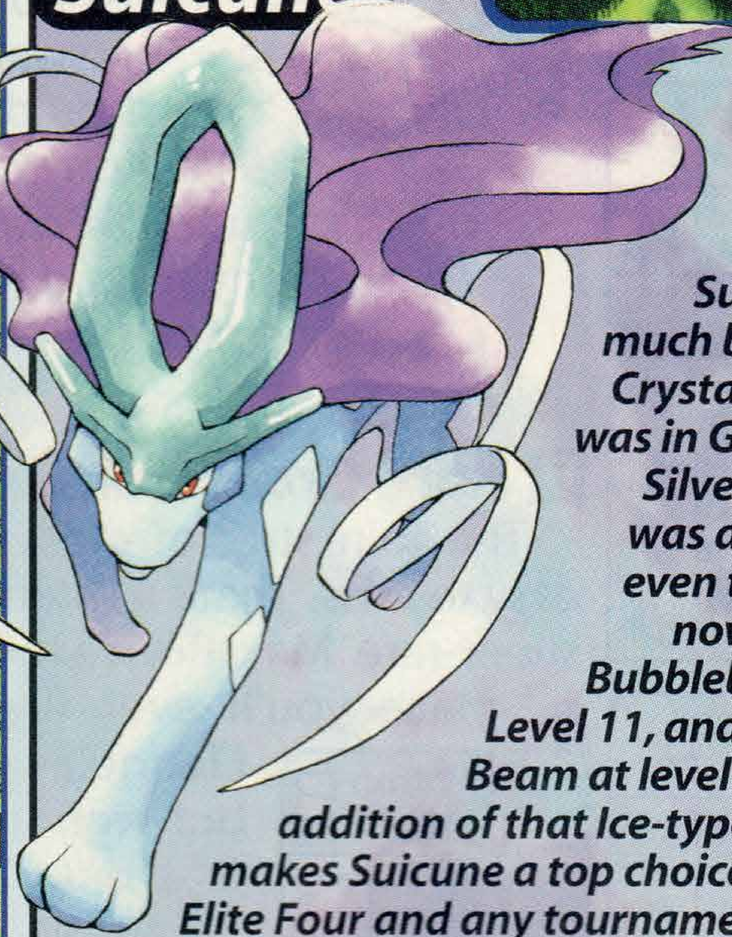
# ECRUTEAK CITY

section **H-2**

***This is the point where we take a little break from the main quest to go and get Suicune. Take your Clear Bell, your strongest Pokémon, and the best Poké Balls you can get your hands on and fly back to Ecruteak City, where Suicune has made a home in the Tin Tower.***




## Suicune

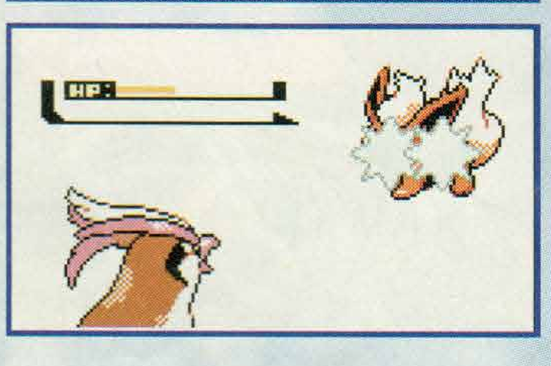


***Suicune is much better in Crystal than it was in Gold and Silver (and it was amazing even then). It now learns Bubblebeam at Level 11, and Aurora Beam at level 41. The addition of that Ice-type attack makes Suicune a top choice for the Elite Four and any tournament-level play. The only other change is that it now learns Rain Dance instead of Roar.***

## A Ring the Clear Bell

You couldn't get past the monk in this building the last time you were in Ecruteak City, but now you're packing the Clear Bell. He'll get out of your way when you give it a jingle, and you can then take the underground tunnel to Point B.

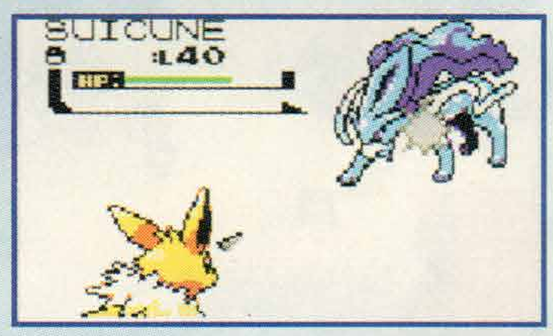
## B The Monk Ambush




As is so often the case in these troubled times, you can't make it out of this dark tunnel without being ambushed by a pack of rogue monks. You'll need to beat all three before you can pass, but their level 32 Eevee-forms and Noctowls shouldn't give you too much trouble. If they do, you may not be ready for Suicune.

| | |
|---|---|
| 1 | Goku ₽1024 |
| | Noctowl Level 32 |
| | Flareon Level 32 |
| 2 | Masa ₽1024 |
| | Noctowl Level 32 |
| | Jolteon Level 32 |
| 3 | Koji ₽1024 |
| | Noctowl Level 32 |
| | Vaporeon Level 32 |

## C The Battle With Suicune




All three Legendary Beasts are waiting in the Tin Tower, but only Suicune will attack you. This time it will fight to the finish instead of running away, so be careful not to K.O. it. If possible, use a Pokémon with False Swipe (like Farfetch'd or Scyther) to get it down to 1 HP before you break out the Ultra Balls.

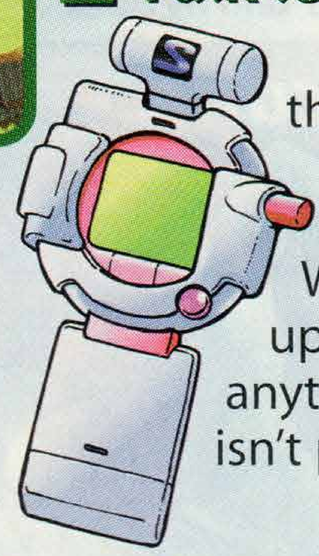
## D What About the Rest of Tin Tower?

Even after catching Suicune, the monks won't let you proceed any further. To get their permission to pass, you'll need to prove yourself yet *again* (geez, these guys take nothing on faith) by catching Raikou and Entei as well. And I mean catch them in the wild--you can't fool the monks by trading for them. When you've caught all three, and defeated the Elite Four, they'll give you the **Rainbow Wing** that makes a level 60 Ho-oh appear on the top floor. We'll cover this quest on page 101.

section

# H-3 ROUTE 44

## A Talk to the Fisherman About Free Stuff



There are no Remoraid in Pokémon Crystal, so there's no point asking Wilton to keep you posted on swarm activity. But that doesn't mean you shouldn't trade phone numbers anyway. Wilton will call you in the future when he fishes up Poké Balls and other items. We've never gotten anything good from him, but that doesn't mean it isn't possible.

1 Phil ₽832
- Natu Level 24
- Kadabra Level 26

2 Edgar ₽1000
- Remoraid Level 25
- Remoraid Level 25

3 Cybil ₽1200
- Butterfree Level 25
- Bellossom Level 25

4 Allen ₽1296
- Charmeleon Level 27

5 Zach ₽1620
- Rhyhorn Level 27

6 Wilton ₽1000
- Goldeen Level 23
- Goldeen Level 23
- Seaking Level 25

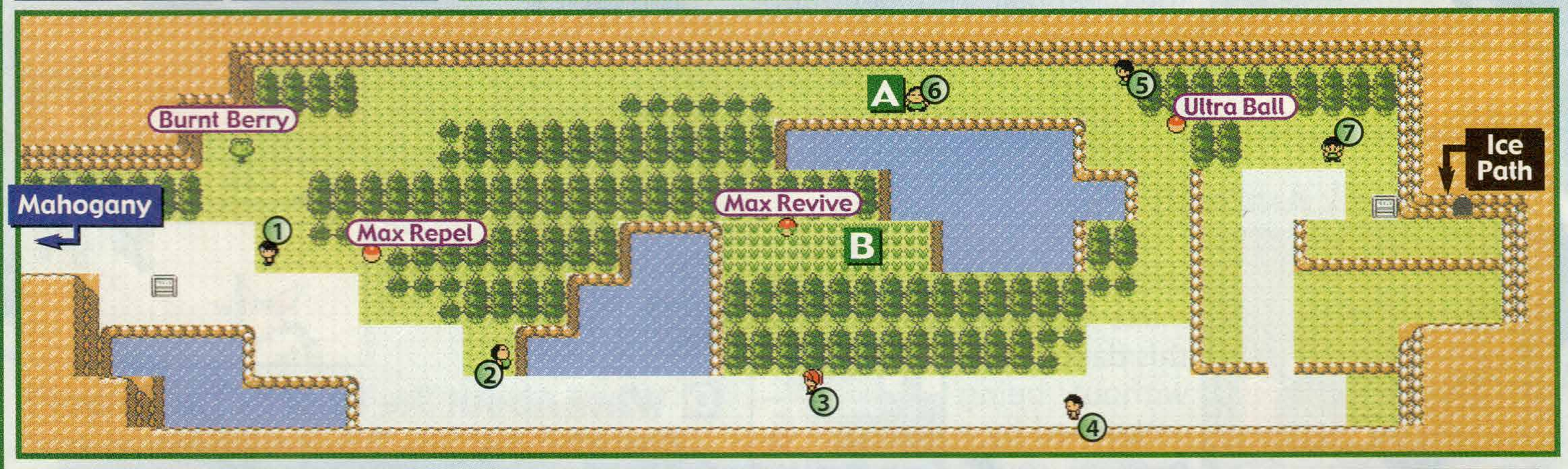
7 Vance ₽600
- Pidgeotto Level 25
- Pidgeotto Level 25

## B Rare Grass Pokémon Aplenty

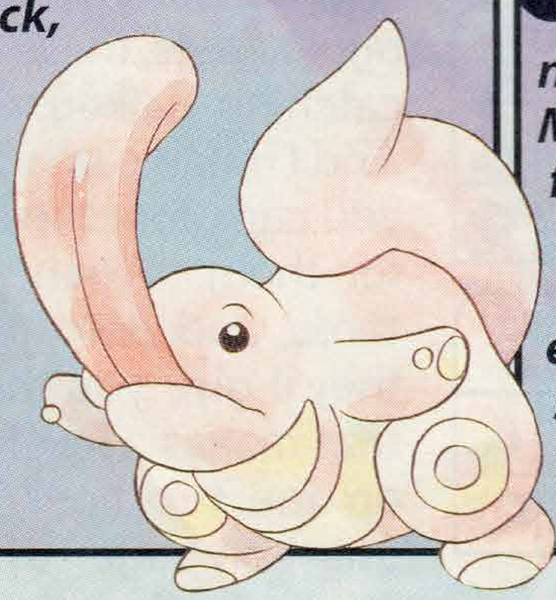
The thin strip of grass in this area is easy to miss. That's a shame, since it has a super-rare Max Revive, and is the only place you'll ever find a Lickitung (Tangelas are less rare, but you might as well grab one early).

| Route 44 | Morning | Day | Night |
|---|---|---|---|
| Lickitung | 35% | 35% | - |
| Tangela | 30% | 30% | 40% |
| Bellsprout | 20% | 20% | 20% |
| Weepinbell | 15% | 15% | 15% |
| Poliwag | - | - | 20% |
| Poliwhirl | - | - | 5% |

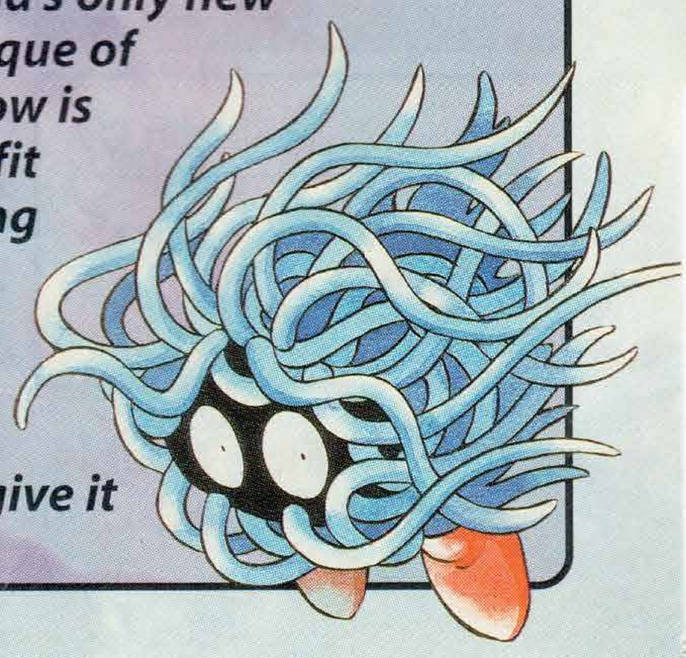
| Route 44 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 70% | 40% | 20% |
| Poliwag | 30% | 60% | 80% |




**Lickitung** *Lickitung now starts with the Lick attack, which is the sort of thing you'd expect it had all along, yet strangely did not. Other than that, nothing much has changed since the days of Red/Blue/Yellow. There are far better Normal-type Pokémon in Crystal.*

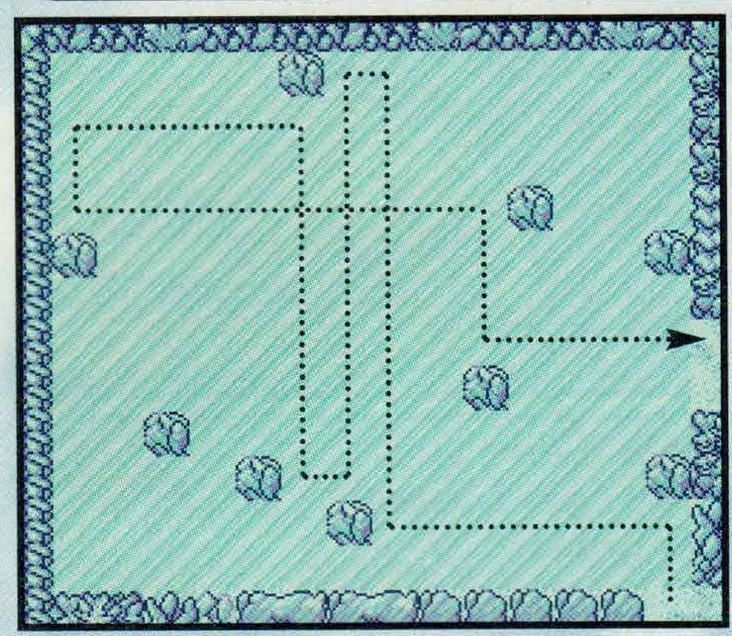


**Tangela** *Tangela's only new technique of note since Red/Blue/Yellow is Mega Drain. It did benefit from its Special stat being split--its Special Attack score is now even higher. So Tangela can be a solid Grass fighter if you burn some TM's to give it some good moves.*



# Ice Path

section **H-4**

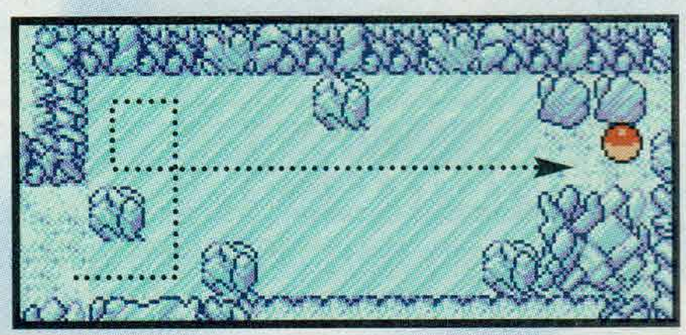


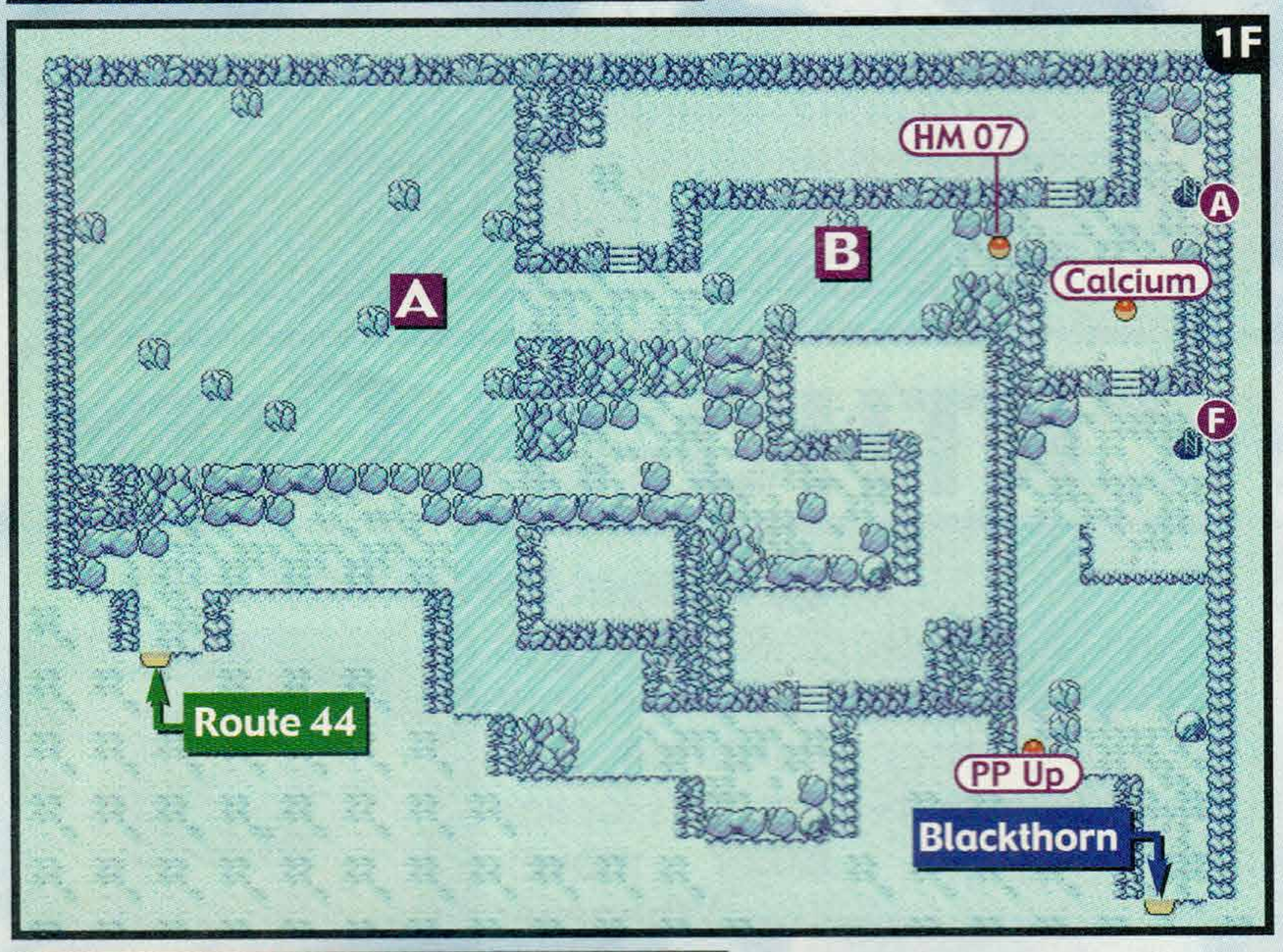
## A Another Tricky Sliding Puzzle

You got a taste of it in Pryce's Gym, but progressing past this ice field is a heck of a lot tougher. If you get stuck, make your way to the upper-right corner and follow the solution shown to the left.

## B Slide to HM 07 (Waterfall)

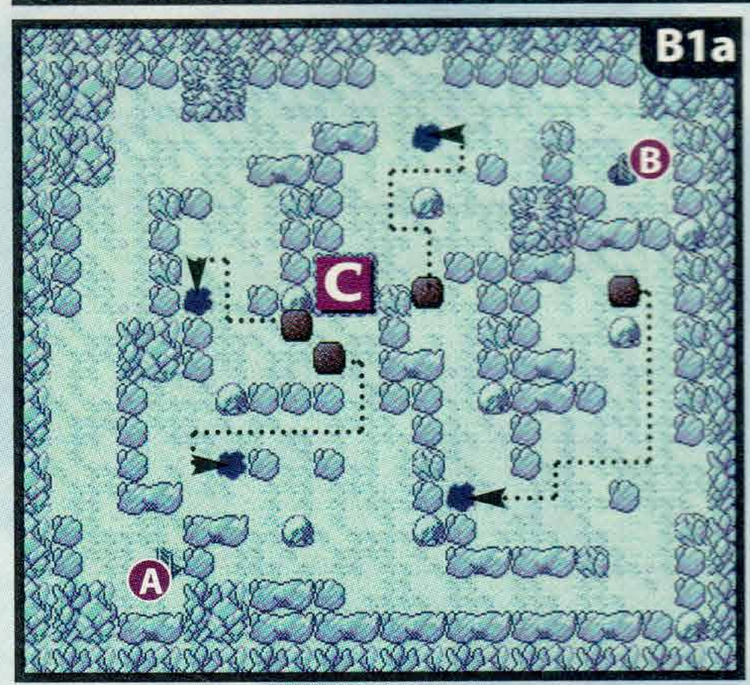
At the end of this ice puddle is **HM 07**, Waterfall, a technique that lets your Pokémon travel straight up waterfalls! You can't beat the game without this move.

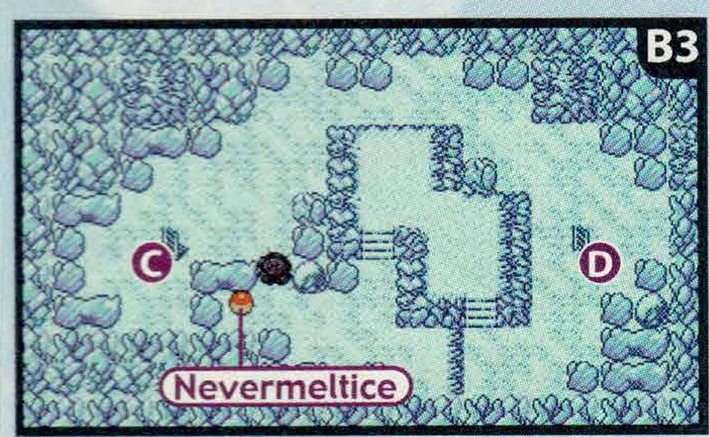





| Ice Path 1F | Morning | Day | Night |
|---|---|---|---|
| Swinub | 40% | 40% | - |
| Zubat | 25% | 25% | 25% |
| Golbat | 35% | 35% | 35% |
| Delibird | - | - | 40% |

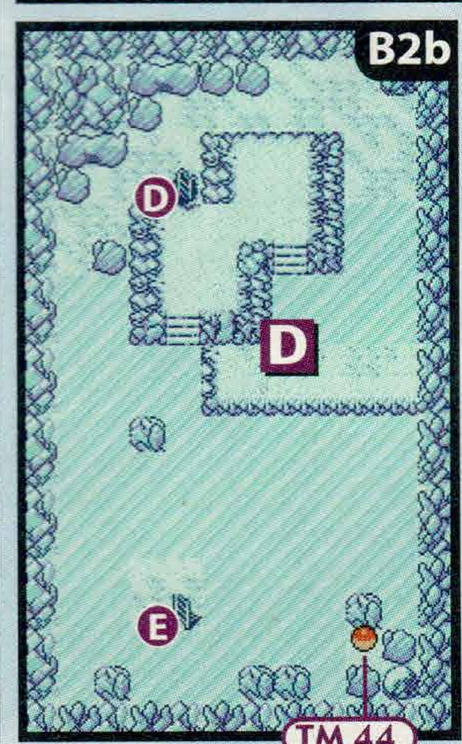
| Ice Path B1, B2, B3 | Morning | Day | Night |
|---|---|---|---|
| Swinub | 30% | 30% | - |
| Jynx | 10% | 10% | - |
| Zubat | 25% | 25% | 25% |
| Golbat | 35% | 35% | 35% |
| Delibird | - | - | 30% |
| Sneasel | - | - | 10% |



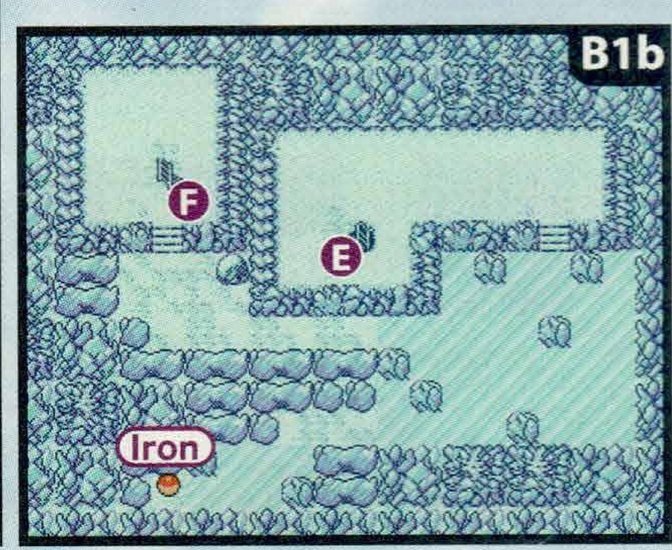

## C Push Down the Sliding Rocks

You'll need to use Strength to push these rocks into the holes, dropping them down to level B2a where you can use them to slide over to the stairs.



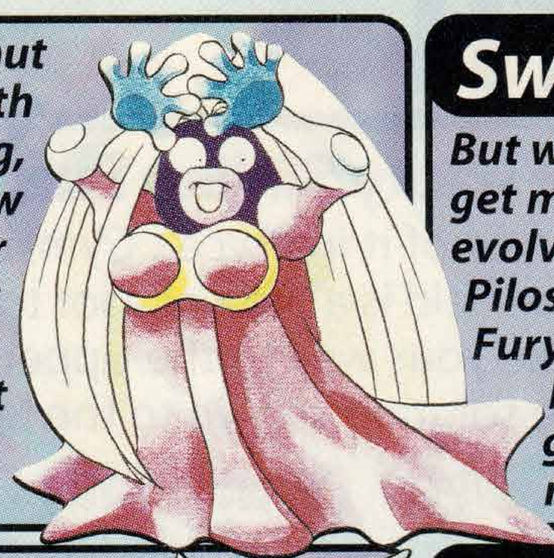

## D Jump Here for TM 44

After snagging the **Nevermeltice** on level B3 (which powers up Ice-type moves), jump off at the point shown below to slide into **TM 44**, (healing move Rest).



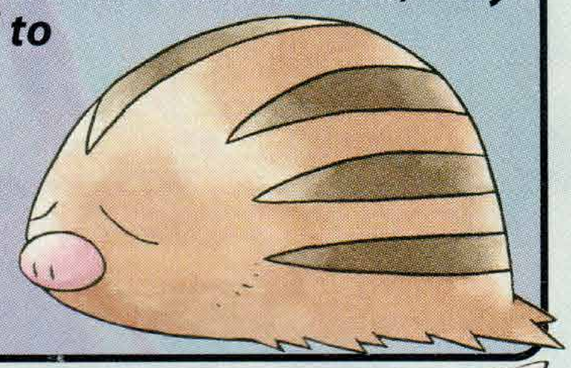
## Jynx

Jynx are all female, but if you breed them with a Ditto or a Kadabra or something, they can now give birth to a new Pokémon. Raise that Pokémon for 37 levels, and it will learn new moves like Psychic that Jynx couldn't otherwise learn. It's a lot of work, but egg-raised Jynx are powerful.



## Swinub

Swinubs are Ground and Ice-type hairballs with really dismal stats. But when they evolve into Piloswines at level 33, they get much better (you'll need to evolve them at that level, or Piloswine will never learn Fury Attack). Swinub and Piloswine both learn good Ice moves, but nothing in Ground.



## Delibird

I don't know quite what to make of this bizarre, present-tossing Santa Claus bird. It's Ice and Flying-type, but its only technique is Normal-type Present, which does a random amount of damage, but sometimes heals your opponent. it can learn some TM's (and Fly), but its stats are pretty poor. It's just a novelty Pokémon.

## Sneasel

In Gold/Silver, you couldn't get Sneasel until the very end of the game. Now that you can get it very early, as your first Dark-type Pokémon, Sneasel is actually worth using. Faint Attack is a great Dark-type attack, especially with Sneasel's high Speed. Too bad Sneasel doesn't learn any Ice attacks.

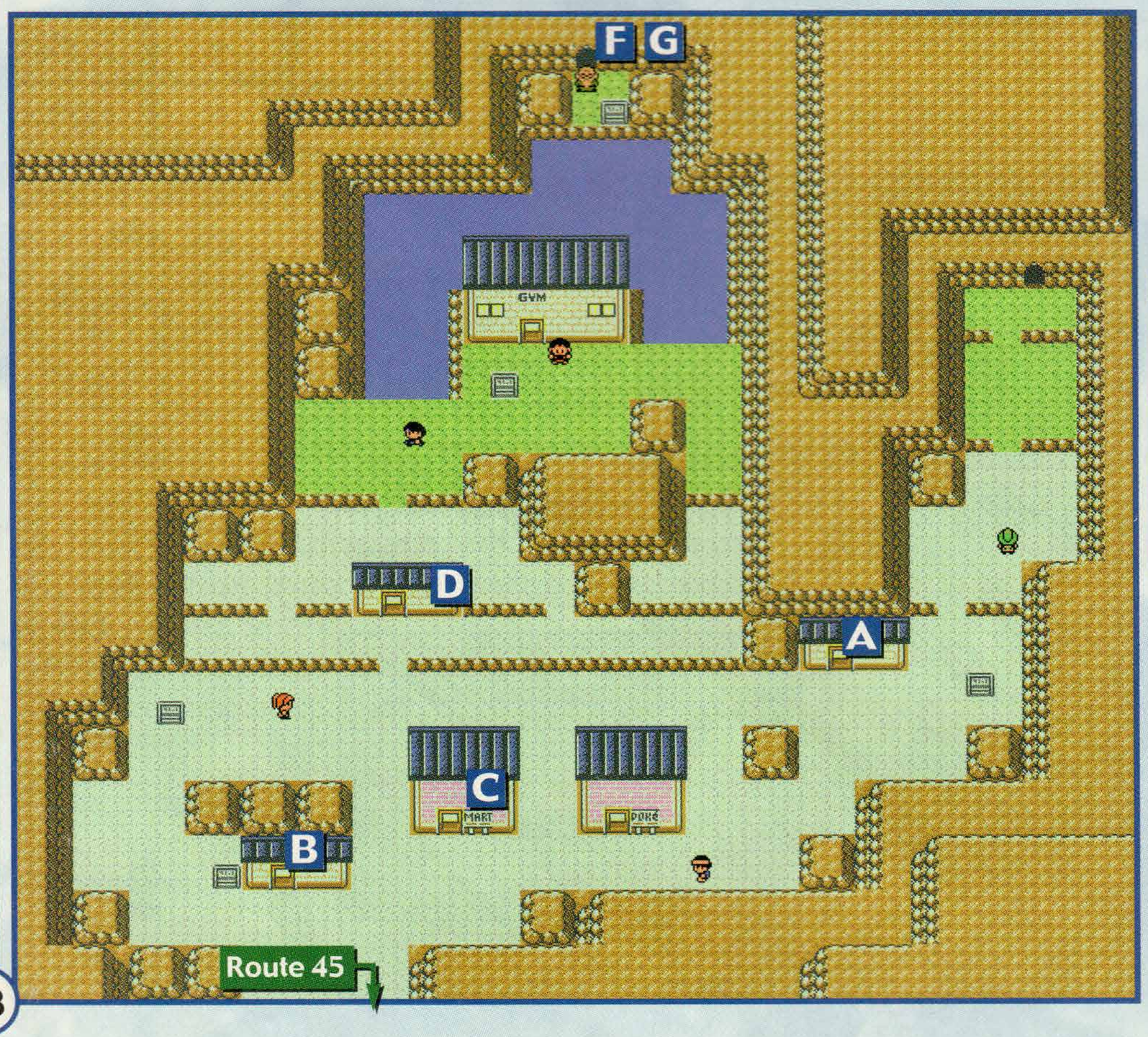
# section H-5 BLACKTHORN CITY

### A Dodrio Trader

This trader specifically wants a *female* Dragonair. In exchange, you'll get Dodrio, which is neither as good nor as rare (you can catch wild ones later). If you see a wild female Dragonair in the Dragon's Den, grab it, but otherwise, you may want to pass on this trade.

### B Forget Unwanted HM's

Finally you can make your Pokémon forget HM's (or any other move). Whenever you want to free up a move slot on a favorite Pokémon, this is the place to come.



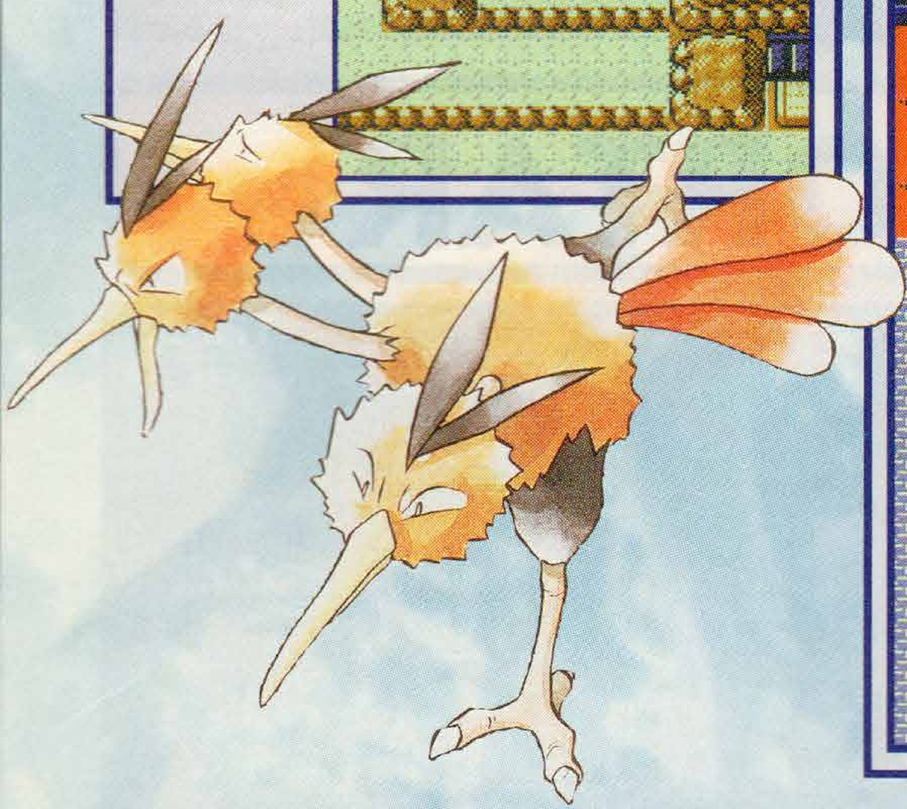

### C New Items for Sale

The Poké Mart here sells rare treats, such as Ultra Balls and Max Potions. The balls are particularly exciting; stock up before you attempt to catch the Legendary Pokémon!

| Poké Mart | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1200 |
| HYPER POTION | 1200 |
| MAX POTION | 2500 |
| FULL HEAL | 600 |
| REVIVE | 1500 |
| MAX REPEL | 700 |
| X DEFEND | 550 |
| X ATTACK | 500 |

## D Mr. Saturday Night

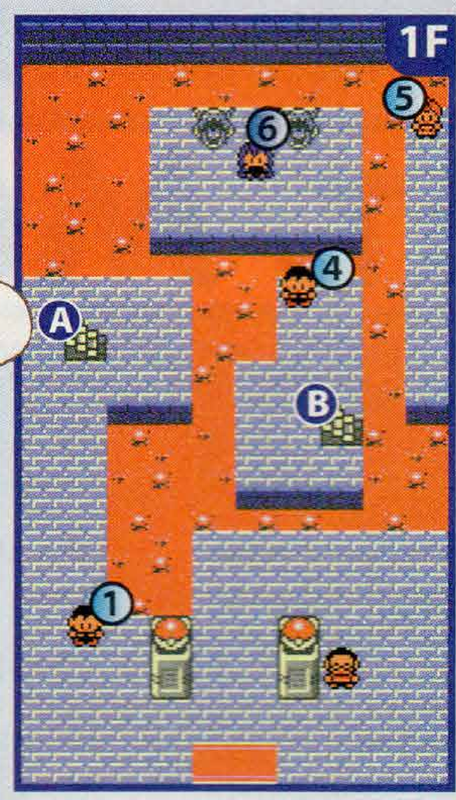
Actually, Santos appears at any time of day on Saturday. The **Spell Tag** he gives you will power up the Ghost-type moves of the Pokémon that carries it.

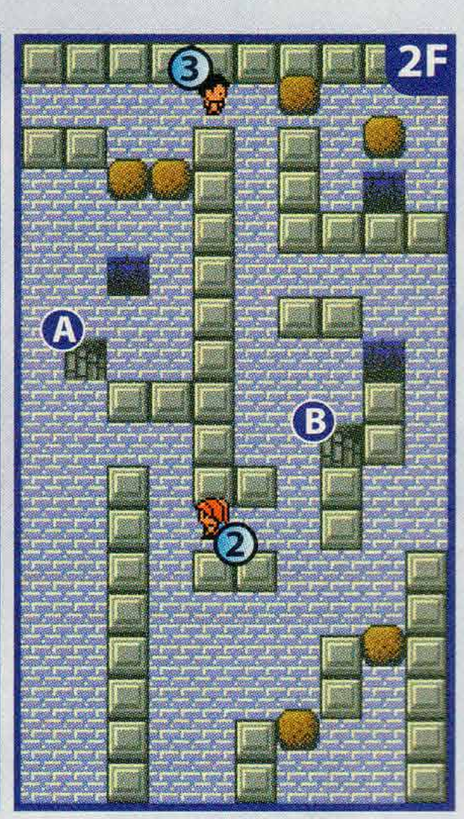


## E Battle Clair for the Rising Badge

Much like the puzzle in the Ice Path, you need to go to the second floor and push down the blocks to make a path to Clair.

Dragon-types really, really hate ice. That's unfortunate timing for Clair, since you just had the opportunity to grab a bunch of Ice-types in the Ice Path. Lapras in particular is great here.



## F Get the Dragon Fang in the Dragon's Den

You beat Clair fair and square but she won't give up her badge (or **TM 24**, Dragonbreath) until you bring her the **Dragon Fang**. At least she allows you to keep the Fang afterward, which, when equipped, powers up Dragon-type attacks.

Grab a Pokémon with Whirlpool (HM 06) and swim into the Dragon's Den behind the Gym. A lot has changed here; There are a bunch of new items and three new trainers. To get **TM 24** and the **Rising Badge**, you'll need to go into the building on the center island and answer the elder's five questions. Then leave and come back for an even better surprise (see next page).

| Dragon Cave Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 100% | 70% | 55% |
| Dratini | – | 30% | 40% |
| Dragonair | – | – | 5% |

## G Get Yourself a Souped-Up Dratini

The first time you talk to the elder in the Dragon's Den, she simply won't let you get any of the answers wrong. But if you leave the cave and come back, she'll give you a free Dratini. And if you answer all of her questions correctly this time, the Dratini will come with the amazing Extreme Speed (a super-powered Quick Attack) move built in.

### Dratini

***The members of Dratini's family (except Dragonite) are the only pure Dragons in the game. All things considered, Dragon may be the best type in the game, and Gold/Silver/Crystal finally adds a truly powerful Dragon technique. It's Outrage (at level 50), kind of a Dragon-version of Petal Dance. If you start aggressively leveling it up now, it could be the best fighter on your team by the time you reach the Elite Four.***

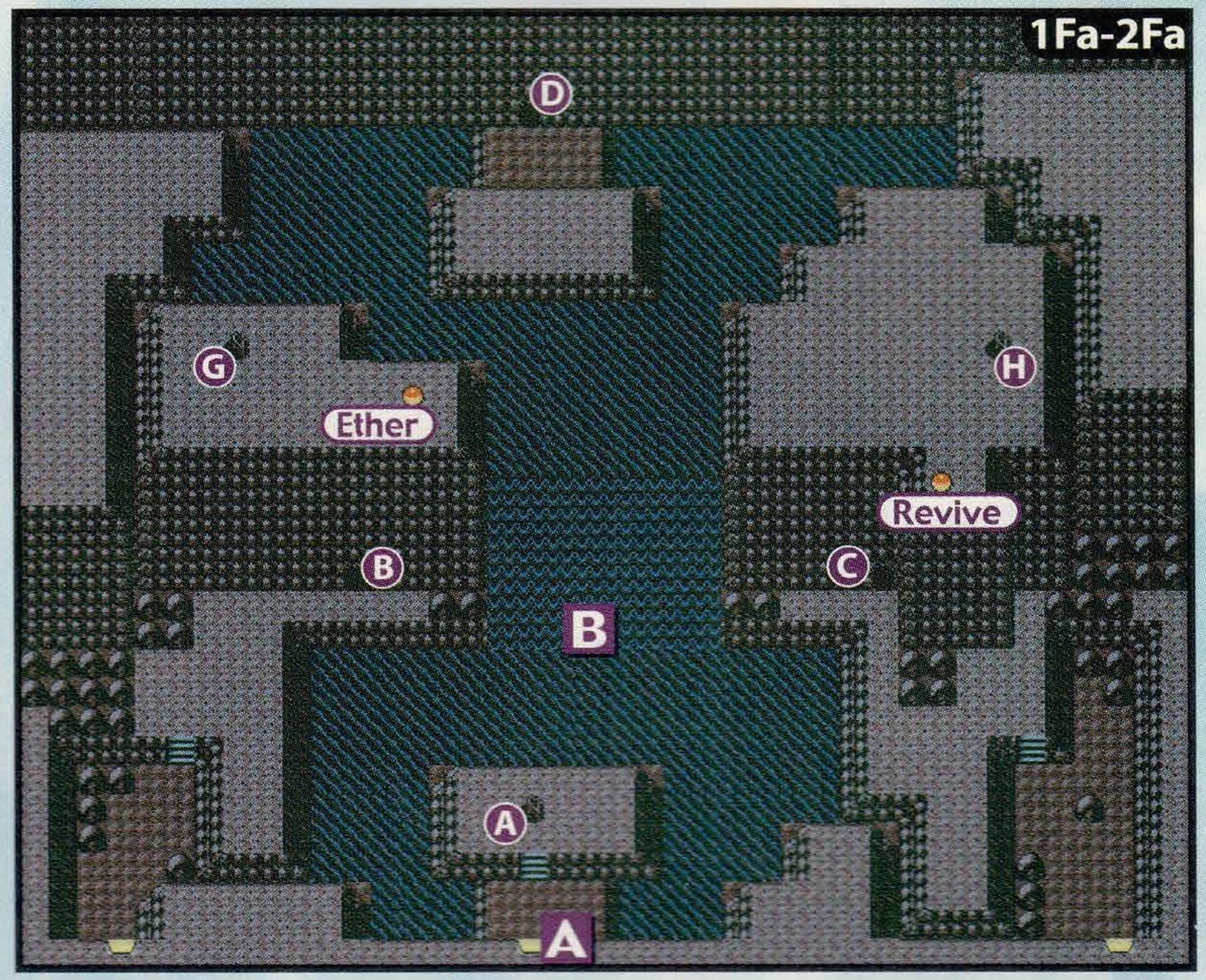
section

# H-6 MT. MORTAR

Now that you have all eight badges, you can head straight to the Indigo Plateau if you want. But first, you may want to take a detour to Mt. Mortar, the network of caves north of Route 44.

This area has changed a lot since Gold and Silver: The maps have been tweaked a bit, two trainers have been added, and there are a lot more items to find. But if you already caught a Marill in Route 44, there aren't any new Pokémon to find here, except fo the Tyrogue at the end.

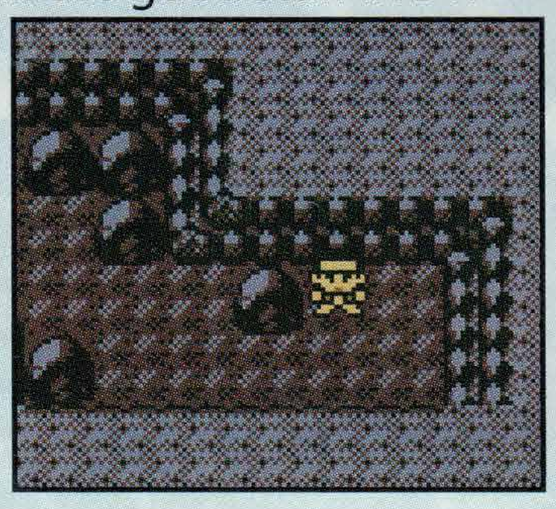
| | |
|---|---|
| 1 | Hugh ₽1248 |
| | Seadra Level 39 |
| 2 | Rocket ₽1020 |
| | Nidoking Level 37 |
| | Nidoqueen Level 37 |

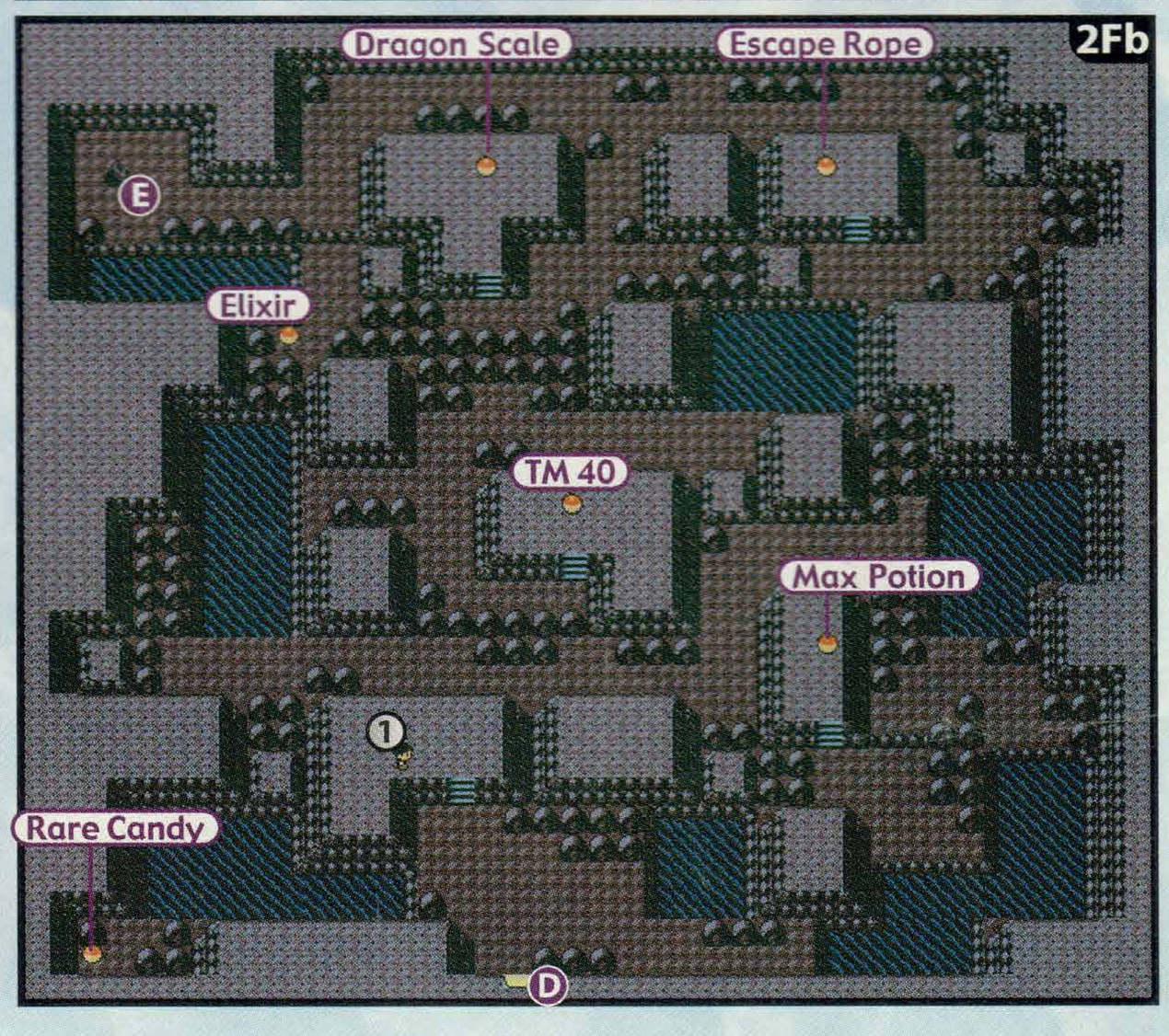



## A Three Entrances to the Mountain

There are three entrances to this dungeon along Route 44, but the one to take is the middle. That's the quickest way to the Karate Master, and all the best items in 2FB and 1FB are right on the way. After you beat the Master, you can push away the rock and get all the good stuff in B1.

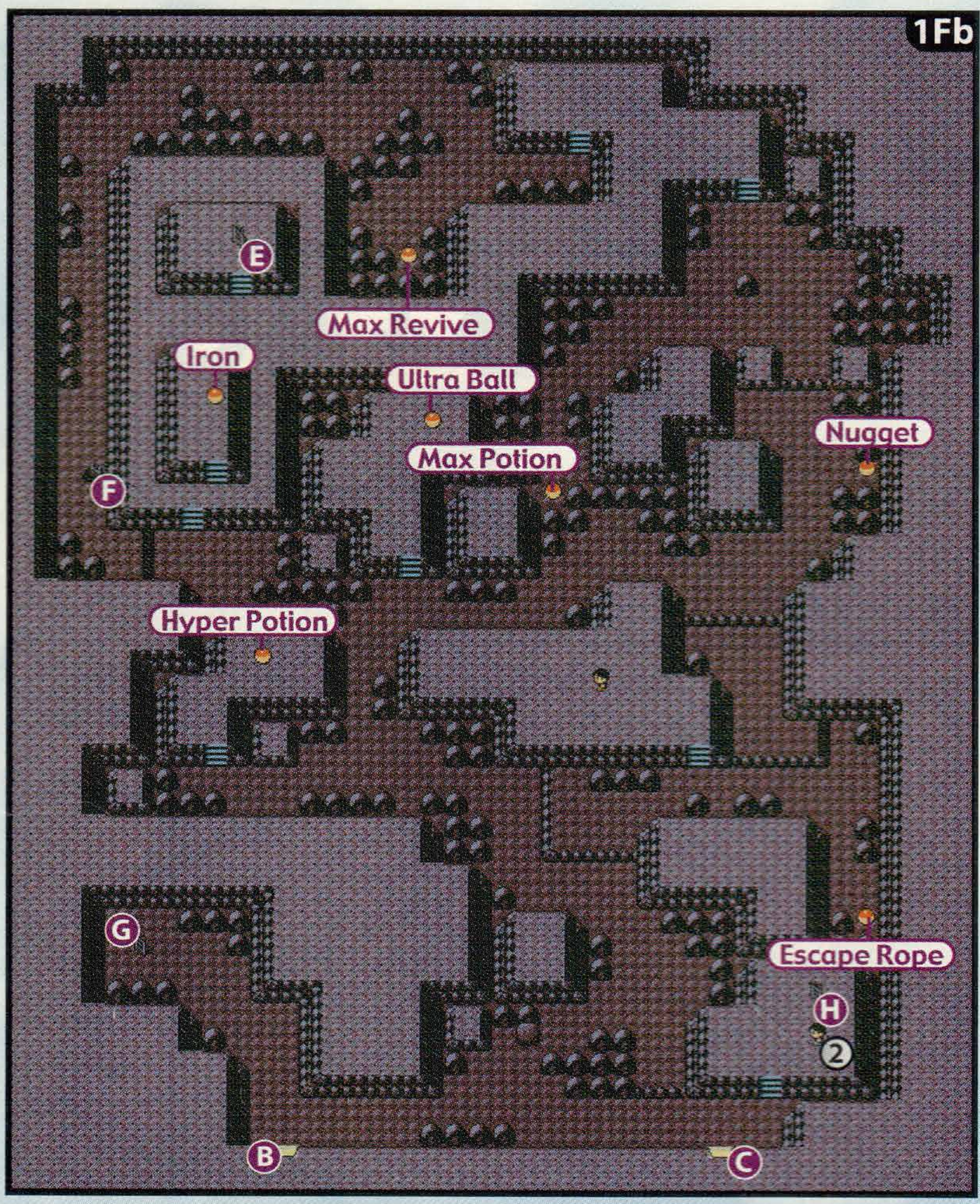
You'll need to bring Pokémon with Surf, Flash, and Waterfall. But heed this last warning: ***Take No More Than Five Pokémon With You.***





## B Use HM 07 (Waterfall) to go to 2F, and Skip the Rest of the Dungeon.

Mt. Mortar looks intimidatingly huge, but most of it is just a big waste of time. From the entrance (1Fa-2Fa) you can go in to 1Fb or down to B1, but outside of a few easily purchased items, there's nothing on either floor. All of the good stuff is actually on the same path. Surf north, then use Waterfall to get up to Door D. Weave your way through this tedious maze of hills and ponds, going a little out of your way to grab the **Rare Candy**, **TM 40**, and the **Dragon Scale** that is needed to evolve Seadra into Kingdra. Then take ladder E to a thin strip of 1Fb where you can pick up an **Iron**, and head up ladder F to the Karate Master's spot.



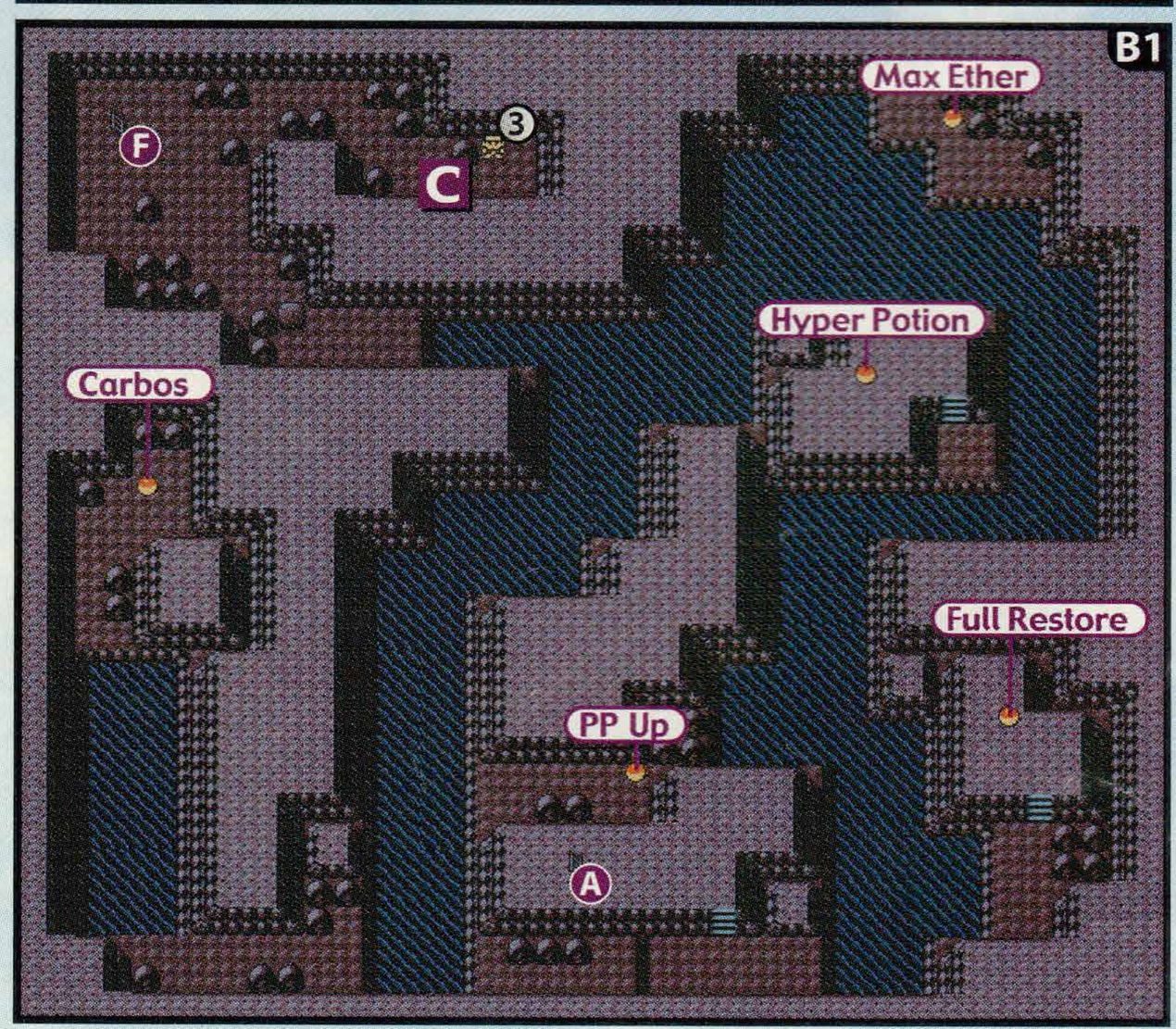

## C Defeat the Karate Master

| 3 | |
|---|---|
| Kiyo ₽816 | |
| Hitmonlee Level 34 | |
| Hitmonchan Level 34 | |

The Karate Master from Red/Blue/Yellow has relocated to the depths of this mountain, but it wasn't far enough to get away from you. Take down his two fighters and he will give you a Tyrogue Pokémon (*if* you have an open slot).

### Tyrogue

***Tyrogue exists merely to evolve. It has poor stats and can learn nothing beyond Tackle. But at level 20, it will evolve into Hitmonlee (if its Attack is higher than its Defend), Hitmonchan (if its Defend is higher than its Attack), or Hitmontop (if the two stats are equal). Use Iron or Protein when Tyrogue is at level 19 to engineer the one you want. Hitmontop is cute, but never learns anything good, so Hitmonlee is still the best.***




| Cave 1Fa-2Fa Both Versions | Morning | Day | Night |
|---|---|---|---|
| Geodude | 10% | 10% | 10% |
| Rattata | 5% | 5% | 5% |
| Zubat | 40% | 40% | 30% |
| Golbat | 25% | 25% | 25% |
| Machop | 20% | 20% | - |
| Marill | - | - | 30% |
| Goldeen | 40% | 40% | 40% |
| Seaking | 20% | 20% | 20% |
| Marill | 40% | 40% | 40% |

*NOTE: Certain areas may include Machoke, Graveler and Raticate in addition to their unevolved forms (with similar appearance ratios).*

# Section I: The Final Battle

***With all eight badges in hand, you've earned the right to travel to the Indigo Plateau and challenge the Elite Four. First, we'll head South from Blackthorn and catch a few new Pokémon in Route 45 & 46, on our way back to New Bark Town. Then, we'll cross Route 26 & 27 on the way to Victory Road.***

section **I-1**

# Route 45+46

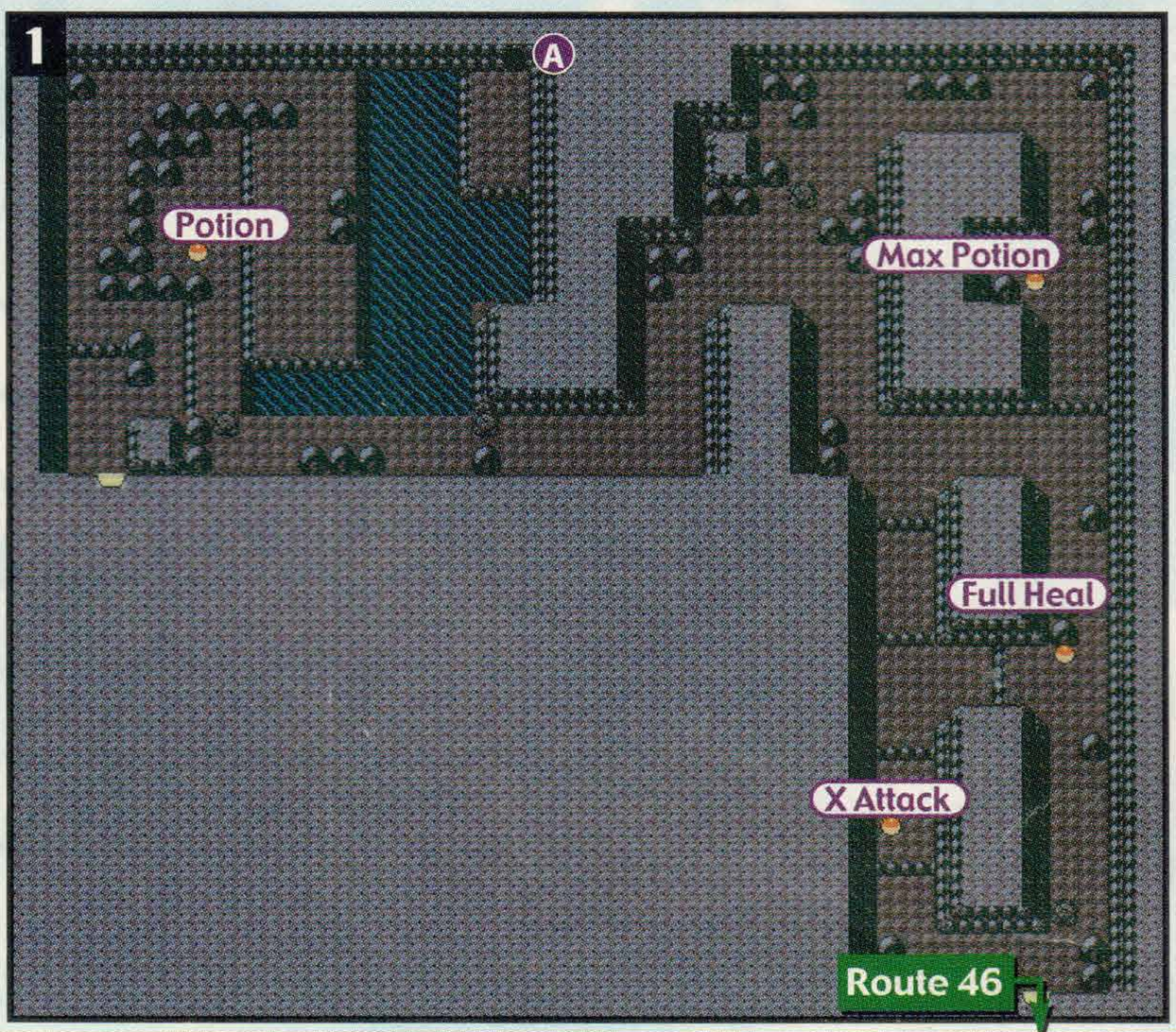
## Take the Long Road to New Bark Town

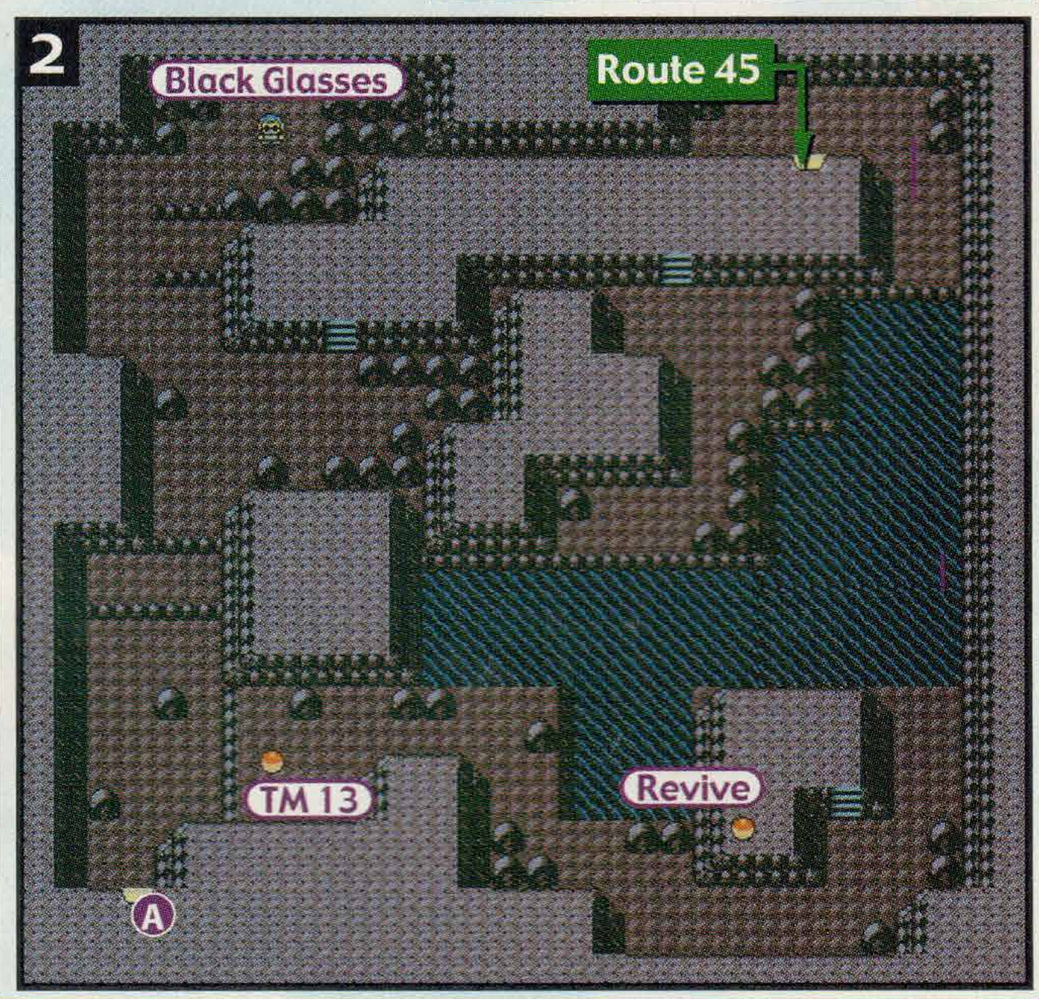
After completing the events in Blackthorn City, you should have gotten a call from Professor Elm summoning you back to New Bark. You can Fly, but we prefer to walk. The direct path of Route 45+46 gives us a chance to capture two new Pokémon, and revisit the Dark Cave.

### A Grab a Few Neat Items in the Dark Cave

With Flash, Surf, and Rock Smash, we can now fully explore the Dark Cave we last visited on page 22 (see that page for the appearance ratios in Area 1). If you enter from Point A at Route 45, you'll be able to catch Wobbuffet and Teddiursa, and pick up two cool items: The **Black Glasses** that strengthen Dark-type moves, and **TM 13** (Snore).

| Dark Cave Part 2 | Morning | Day | Night |
|---|---|---|---|
| Teddiursa | 5% | - | - |
| Ursaring | 10% | 15% | - |
| Geodude | 25% | 25% | 25% |
| Graveler | 25% | 25% | 25% |
| Zubat | 25% | 25% | 25% |
| Golbat | 10% | 10% | 10% |
| Wobbuffet | - | - | 15% |



| 1 Erik ₽864 | |
|---|---|
| Machop | Level 24 |
| Machop | Level 27 |
| Graveler | Level 27 |

| 2 Ryan ₽1296 | |
|---|---|
| Pidgeot | Level 25 |
| Electabuzz | Level 27 |

| 3 Parry ₽928 | |
|---|---|
| Onix | Level 29 |

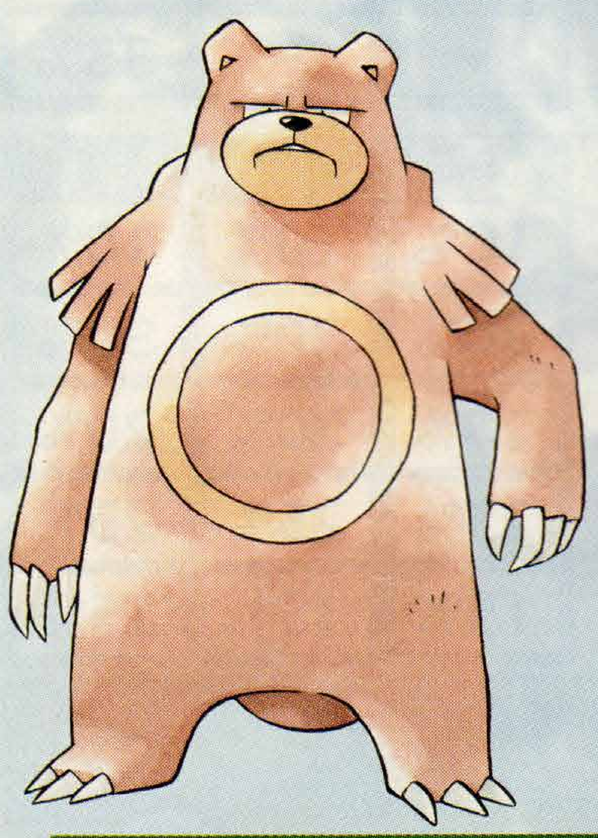
| 4 Kelly ₽1152 | |
|---|---|
| Marill | Level 27 |
| Wartortle | Level 24 |
| Wartortle | Level 24 |

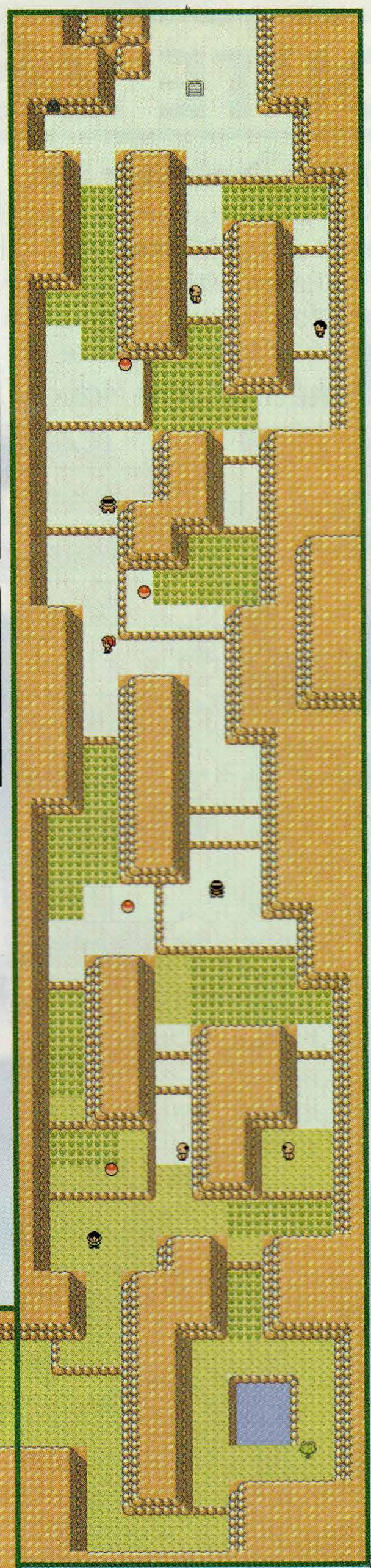
| 5 Kenji ₽672 | |
|---|---|
| Machoke | Level 28 |

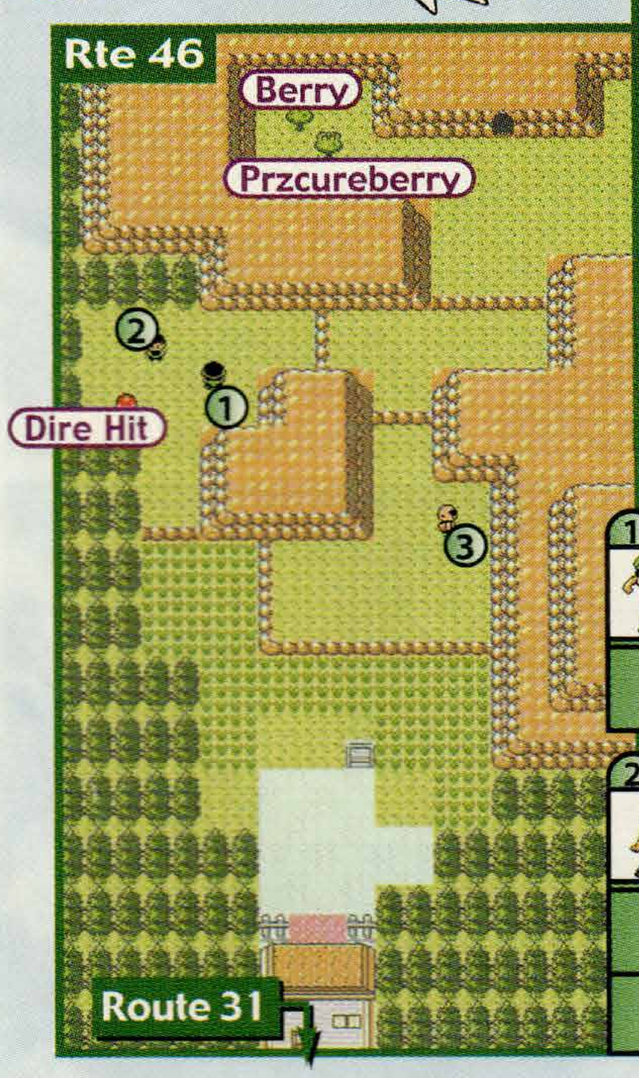
| 6 Timothy ₽864 | |
|---|---|
| Diglett | Level 27 |
| Dugtrio | Level 27 |

| 7 Michael ₽800 | |
|---|---|
| Geodude | Level 25 |
| Graveler | Level 25 |
| Golem | Level 25 |

| 8 Michael ₽800 | |
|---|---|
| Geodude | Level 25 |
| Graveler | Level 25 |
| Golem | Level 25 |








| 1 Ted ₽340 | |
|---|---|
| Mankey | Level 17 |

| 2 Erin ₽320 | |
|---|---|
| Ponyta | Level 16 |
| Ponyta | Level 16 |

| 3 Bailey ₽416 | |
|---|---|
| Geodude | Level 13 |
| Geodude | Level 13 |
| Geodude | Level 13 |
| Geodude | Level 13 |
| Geodude | Level 13 |

| ROUTE 45 | Morning | Day | Night |
|---|---|---|---|
| Phanpy | 15% | – | – |
| Donphan | 10% | 25% | – |
| Skarmory | 10% | 10% | – |
| Gligar | 20% | 20% | 35% |
| Geodude | 15% | 15% | 30% |
| Graveler | 30% | 30% | 35% |

| Route 45 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 100% | 70% | 50% |
| Dratini | – | 30% | 30% |
| Dragonair | – | – | 20% |

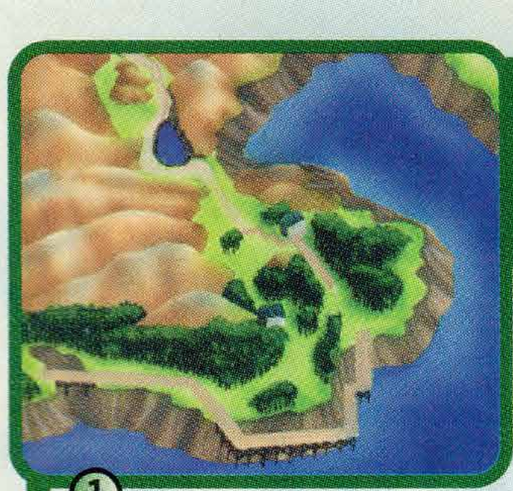
| ROUTE 46 | Morning | Day | Night |
|---|---|---|---|
| Phanpy | 5% | – | – |
| Spearow | 25% | 30% | – |
| Geodude | 45% | 30% | 40% |
| Rattata | 25% | 40% | 60% |

## Skarmory

*They're combining Flying with every other Pokémon type nowadays, but most of the combinations haven't really panned out. But Steel/Flying works for Skarmory, since it makes it weak to nothing but Electric. Even better, Skarmory can learn Fly, does learn a Steel technique, and has a great Defense score.*

## Gligar

*Gligar is Ground/Flying, possibly the most bizarre type combination in the game (does Ground/Flying even make sense?). It's nice to have a Flying-type that's immune to Electric, but Gligar's moves are weak and it can't even learn Fly. Gligar wishes it was Aerodactyl, but it isn't even close.*



section

# I-2 ROUTE 26+27

## A Get the Master Ball from Professor Elm

Back in his New Bark Town laboratory, Professor Elm rewards your achievement with a free **Master Ball**. This powerful item can catch any Pokémon without fail, but you only get one (I recommend you save it for Raikou or Entei). When your business here is done, Surf to the east to get to Route 27.

## B Receive TM 37 – If Your Pokémon Are Happy

If the Pokémon in your top slot is in a good mood, this woman will reward you with **TM 37**, (Sandstorm), which damages both of the Pokémon in battle every turn, but won't hurt Rock, Ground, and Steel-type Pokémon. So teach it to one of those.

## C Another Waterfall

Getting through this small cave will require a Pokémon with the Waterfall move. Don't miss an all-too-rare **Moon Stone** to the left of the entrance. Bring a Pokémon with Whirlpool, too, so you can get **TM 22** (Solarbeam) on the other side of the cave.

| 1 Megan ₽1536 | |
|---|---|
| Bellsprout | Level 32 |
| Ivysaur | Level 32 |
| Venusaur | Level 32 |

| 2 Blake ₽1488 | |
|---|---|
| Magneton | Level 33 |
| Quagsire | Level 31 |
| Exeggcute | Level 31 |

| 3 Brian ₽1614 | |
|---|---|
| Sandslash | Level 35 |

| 4 Gilbert ₽1088 | |
|---|---|
| Starmie | Level 30 |
| Exeggcute | Level 30 |
| Girafarig | Level 34 |

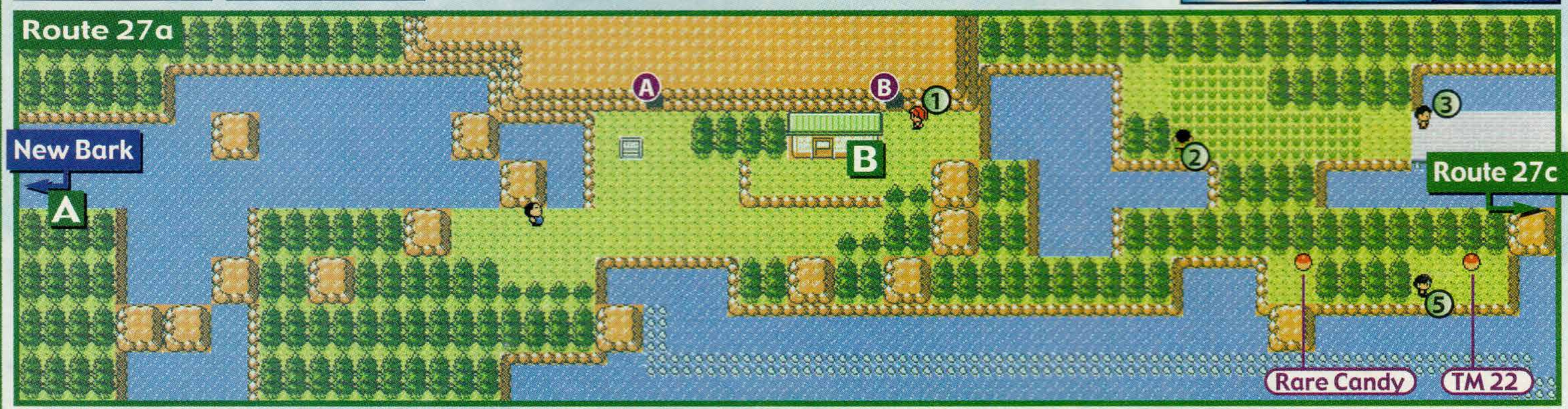
| 5 Jose ₽840 | |
|---|---|
| Farfetch'd | Level 34 |

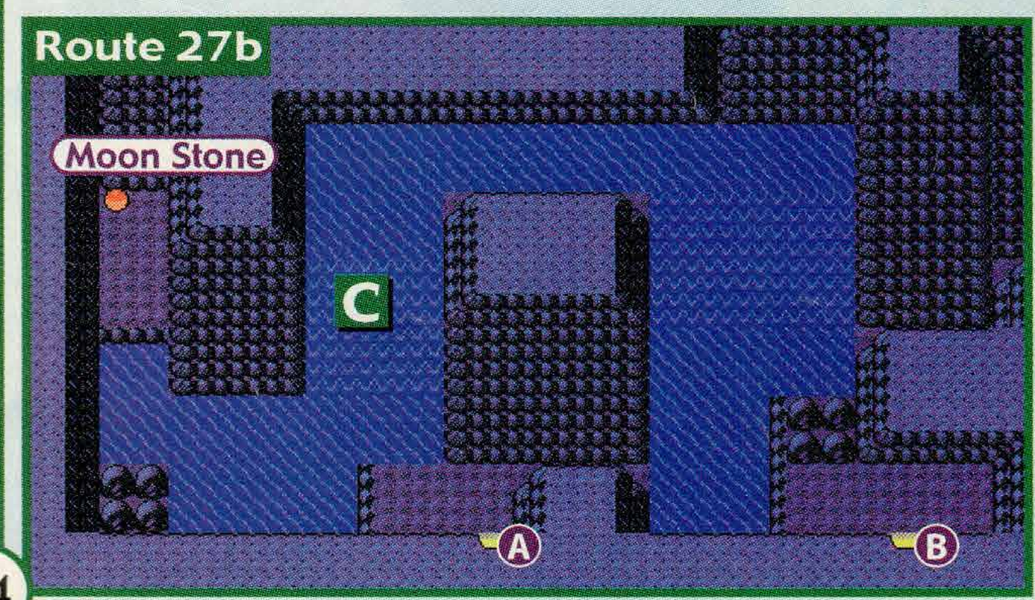
| 6 Reena ₽1488 | |
|---|---|
| Starmie | Level 31 |
| Starmie | Level 31 |
| Nidoqueen | Level 33 |

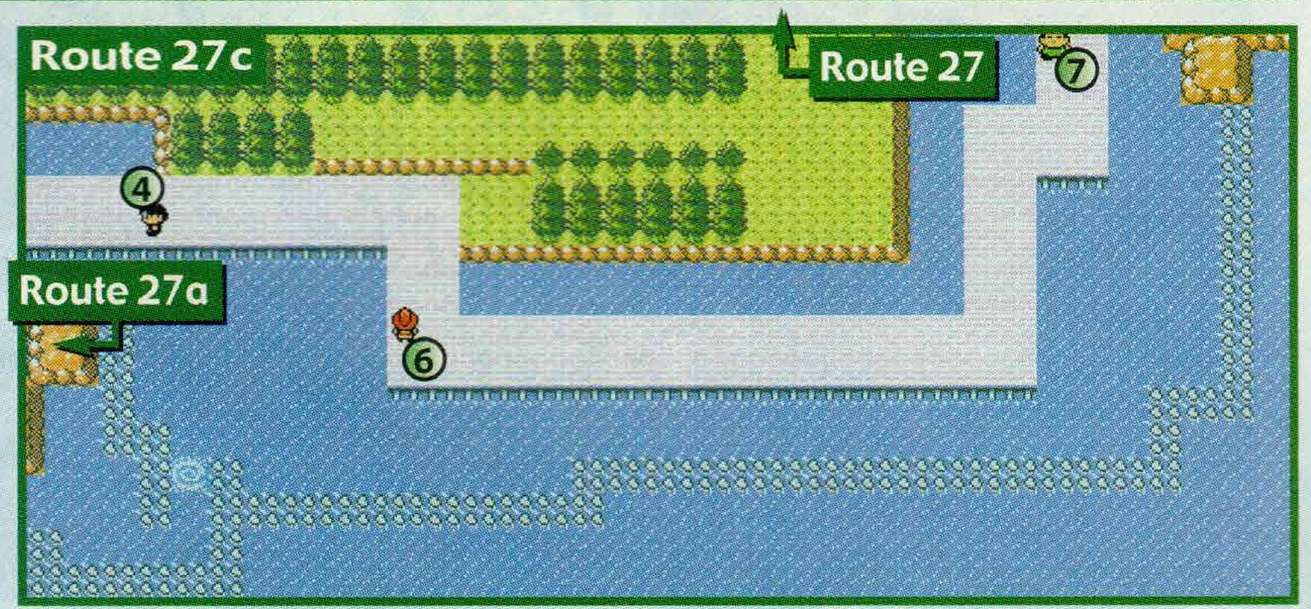
| 7 Scott ₽1360 | |
|---|---|
| Qwilfish | Level 30 |
| Qwilfish | Level 30 |
| Seaking | Level 34 |

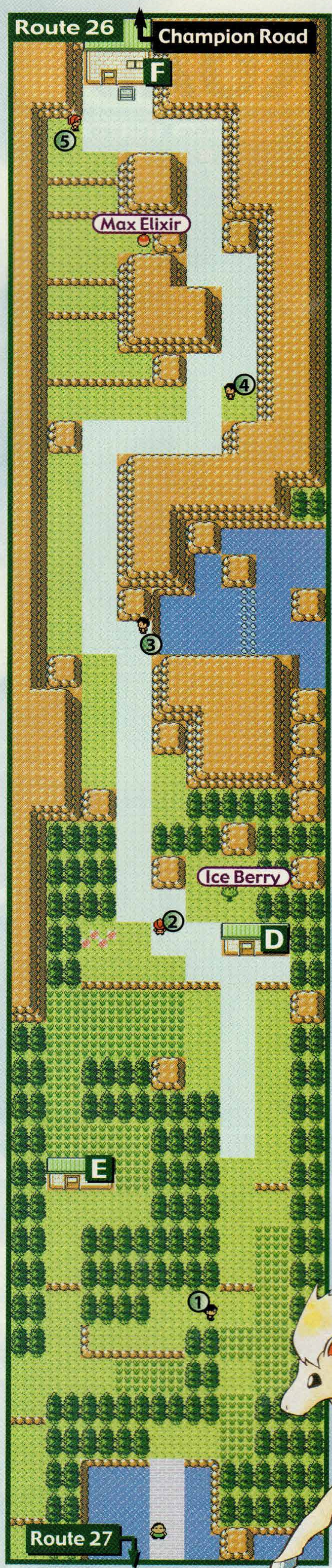
| Route 27a | Morning | Day | Night |
|---|---|---|---|
| Doduo | 25% | 25% | – |
| Dodrio | 15% | 15% | – |
| Ponyta | 5% | 5% | – |
| Arbok | 30% | 30% | – |
| Raticate | 25% | 25% | 25% |
| Noctowl | – | – | 40% |
| Quagsire | – | – | 35% |

| Route 27b | Morning | Day | Night |
|---|---|---|---|
| Rattata | 10% | 10% | 10% |
| Raticate | 30% | 30% | 30% |
| Slowpoke | 20% | 20% | 20% |
| Zubat | 25% | 25% | 25% |
| Golbat | 15% | 15% | 15% |






1 Richard ₽1152
Espeon Level 34

2 Joyce ₽1536
Pikachu Level 36
Blastoise Level 32

3 Gaven ₽1536
Victreebell Level 32
Kingler Level 32
Flareon Level 32

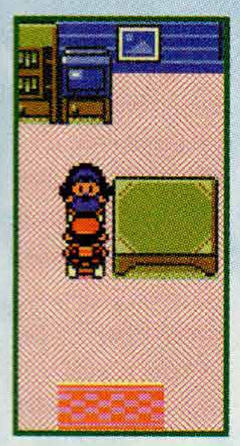
4 Jake ₽1680
Parasect Level 33
Golduck Level 35

5 Beth ₽1728
Rapidash Level 36

| ROUTE 26 | Morning | Day | Night |
|---|---|---|---|
| Doduo | 40% | 40% | - |
| Ponyta | 20% | 20% | - |
| Arbok | 10% | 10% | - |
| Sandslash | 20% | 20% | - |
| Raticate | 10% | 10% | 50% |
| Noctowl | - | - | 30% |
| Quagsire | - | - | 20% |

| ROUTE 26/27 FISHING CHART | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 90% | 40% | - |
| Shellder | - | 10% | 25% |
| Tentacool | 10% | 30% | - |
| Tentacruel | - | - | 15% |
| Chinchou | - | 20% | 50% |
| Lanturn | - | - | 10% |

## D You Can Heal Here



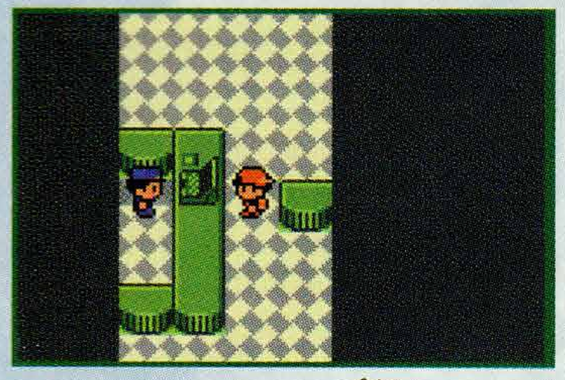
This is the longest stretch of field in the game, and the trainers aren't easy.

Fortunately, this woman is here to heal your wounds.

## E The Home of the Once-a-Week Siblings

This small house is home to all seven of the Once-a-Week Brothers and Sisters we've been running into throughout Johto. No one's home, but the notebook on top of the table contains a list of the siblings and their whereabouts, in case you missed any.

## F Show Your Badges and Pass Freely



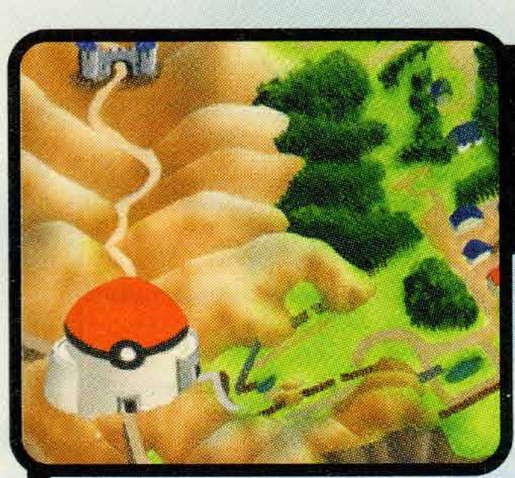
The gatekeeper here won't let you pass unless you have all eight badges, which should be no problem for you at this point. The path only gets harder from here, so make sure to save and heal (backtrack to point D if necessary) before you set foot on Victory Road.

### Ponyta

***Ponyta and Rapidash have always been under-appreciated, probably because they learn so few Fire attacks. But now they can learn Fire Blast, and put their high Speed to good use.***

### Doduo

***Doduo's moves have been shuffled around a bit, making it a little better than it used to be. By the time you catch one here, it will already have Tri Attack, a cool move that can now cause status conditions. They also start with Dark-type Pursuit.***



section

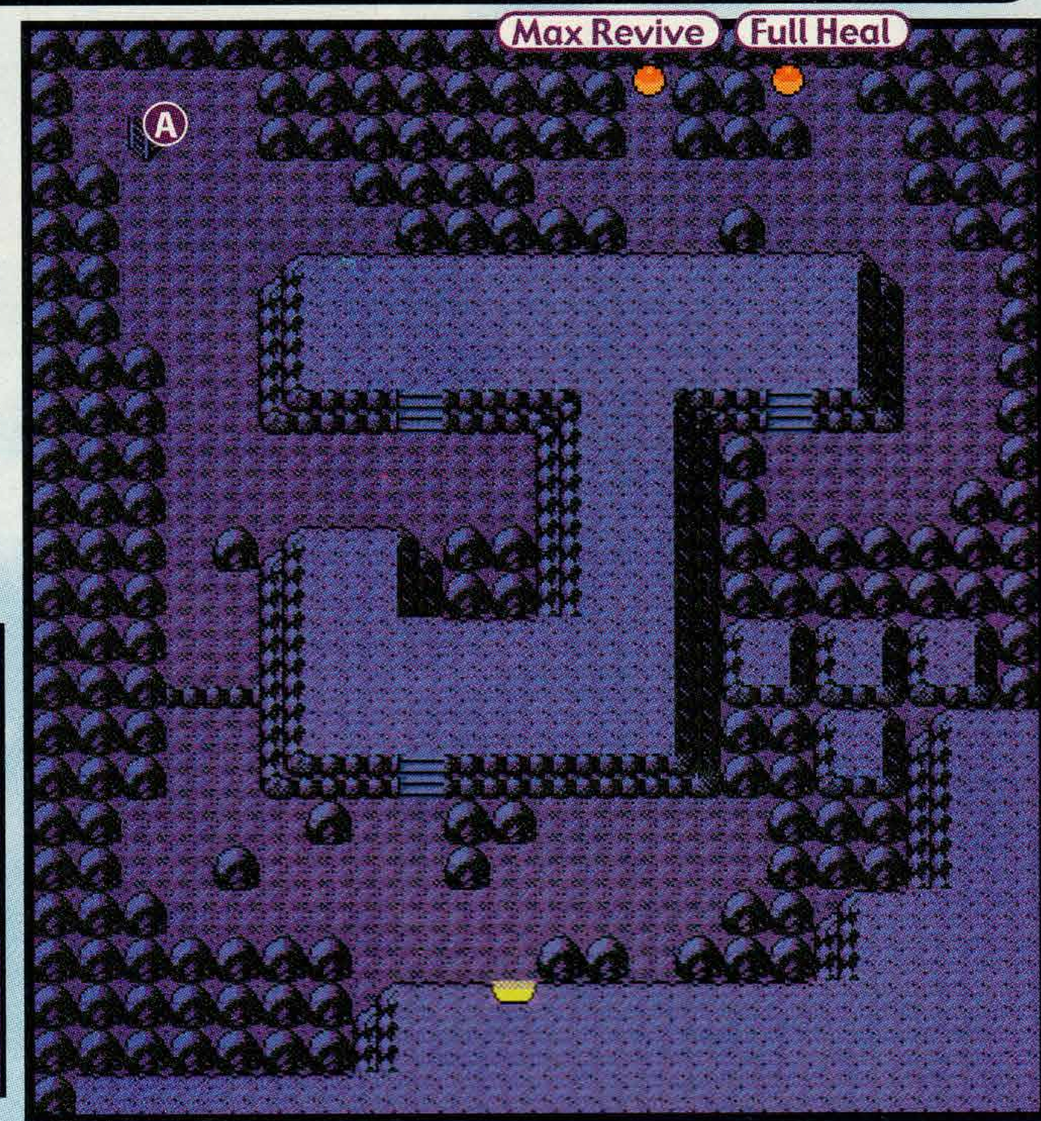
# I-3 VICTORY ROAD

## A Another Rival Ambush

Look, a rival's got to do what a rival's got to do, but does it always have to be right at the end of a long, grueling dungeon, mere steps away from a Pokémon Center? Alas, yes.

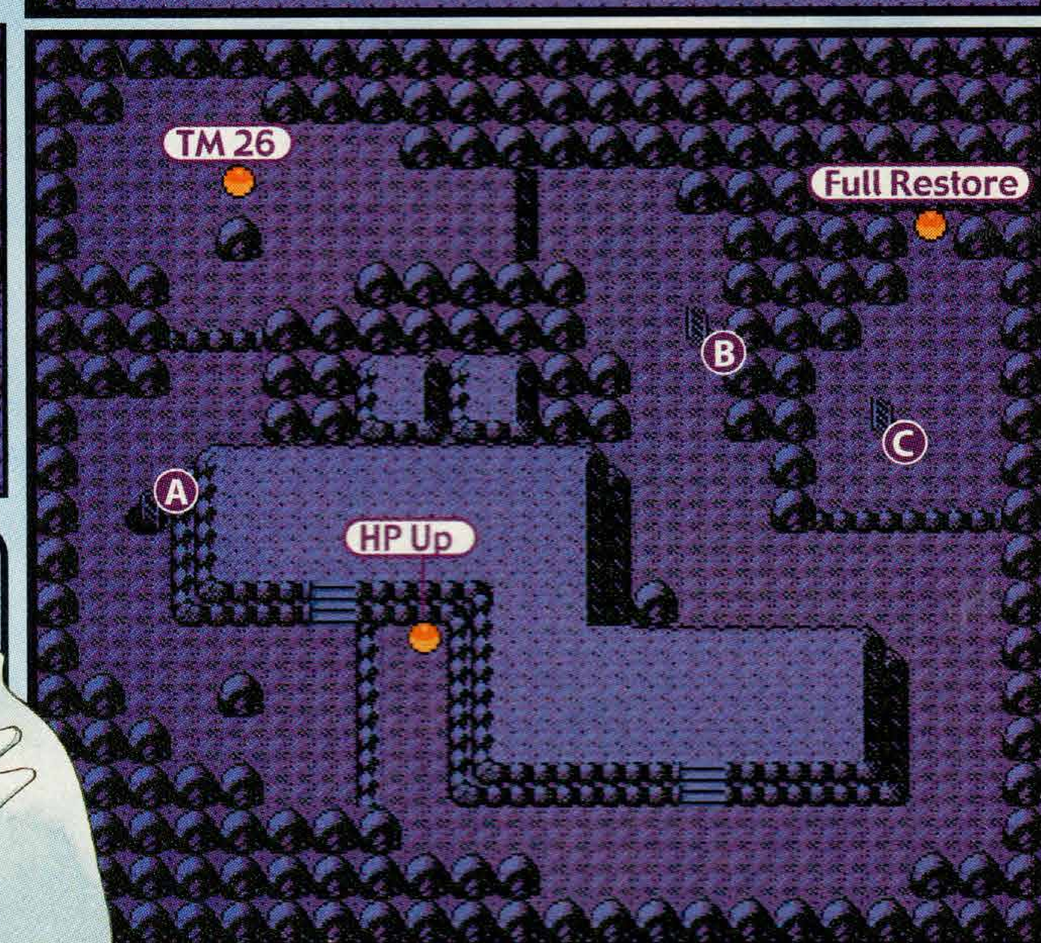
The dungeon up to this point is quite straightforward, but prepare for this fight when you head up to the exit. Your rival has six Pokémon now, and their levels are quite high. The new addition is Kadabra, a quick and powerful Psychic. A Dark-type Sneasel would be great against it, or any Pokémon with Dark-type moves.

| Rival ₽4560 | |
|---|---|
| Sneasel Level 34 | |
| (Starter) Level 38 | ? |
| Magneton Level 35 | |
| Golbat Level 36 | |
| Haunter Level 35 | |
| Kadabra Level 35 | |



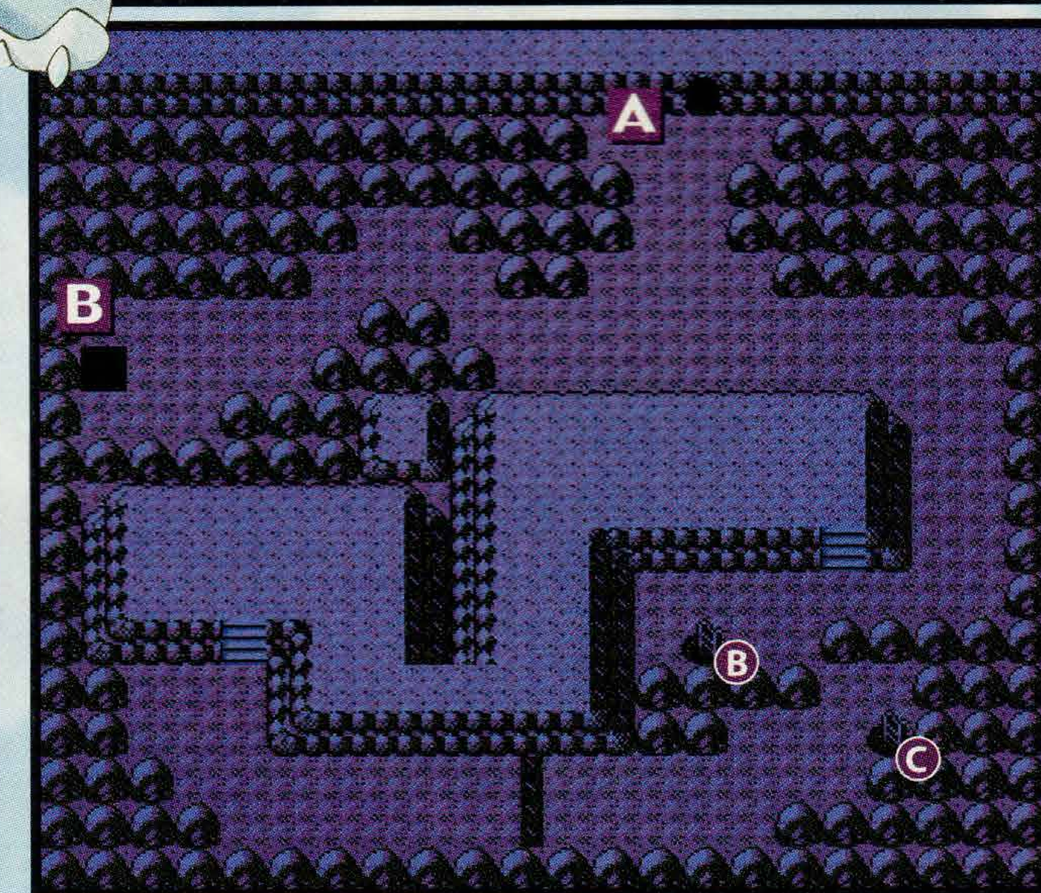

## B Drop Down to TM 26

You might want to pop into the Plateau and heal before you come back out, jump into this pit, and drop down to **TM 26**. This TM contains the Ground-type attack Earthquake, which is a must-have move.




**Rhyhorn** *Ground/Rock Rhyhorn, and its evolved form Rhydon, have amazingly high Attack and Defense scores. Their Speed and Special stats are fairly low, but the Special shouldn't matter since their best attacks are all Physical. At level 65, Rhydon can learn Earthquake, Ground-type's most powerful move.*

| VICTORY ROAD | Morning | Day | Night |
|---|---|---|---|
| Rhyhorn | 24% | 24% | – |
| Rhydon | 4% | 4% | – |
| Sandslash | 8% | 8% | – |
| Onix | 36% | 36% | 20% |
| Golbat | 8% | 8% | 20% |
| Graveler | 20% | 20% | 60% |

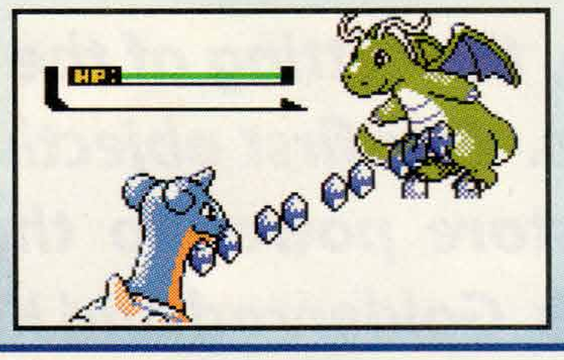


# INDIGO PLATEAU

section I-4

| Poké Mart | |
|---|---|
| ULTRA BALL | 1200 |
| MAX REPEL | 700 |
| HYPER POTION | 1200 |
| MAX POTION | 2500 |
| FULL RESTORE | 3000 |
| REVIVE | 1500 |
| FULL HEAL | 600 |

The time has come! The rules for Indigo Plateau haven't changed: You have to do all five fights in a row, and you won't be able to get to a Pokémon Center in between. Spend all your money at the Poké Mart first, so if you lose, you can keep the EXP but not suffer a cash penalty. Your party should have at least one good Fire, Electric, and Psychic Pokémon. Most of all, it needs a high level Ice Pokémon, and Lapras is the best. Fighting Pokémon are nice, but it's those four that will win this war.



## 1: Will

All of Will's Pokémon are part Psychic, but the best way to go is Electric. A good Electric Pokémon can fry Slowbro and the two Xatu in one shot each, and Fire works great on the others. Beating Will is all in using the right type at the right time.

Xatu Level 40

Exeggutor Level 41

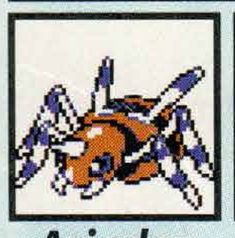
Slowbro Level 41

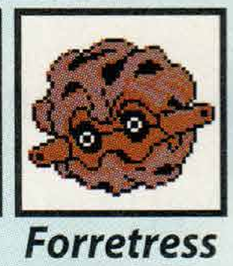
Jynx Level 41

Xatu Level 42

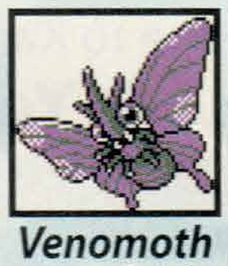
## 2: Koga

Fire continues to be great, roasting Koga's first two Pokémon. A nice Psychic like Alakazam or Espeon can make equally short work of Poison-type Muk, Venomoth, and Crobat. You should still be coasting on type matching at this point.

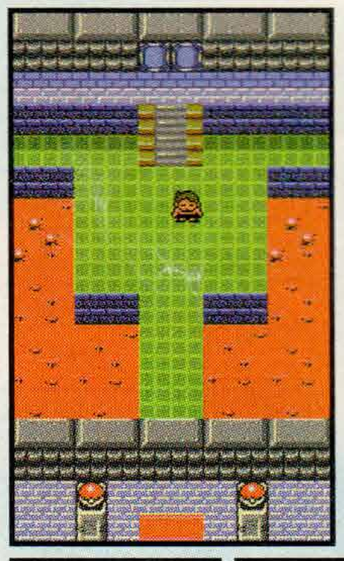

Ariados Level 40


Forretress Level 43

Muk Level 42


Venomoth Level 41

Crobat Level 44



## 3: Bruno

If your Psychic got wounded in the last round, heal it up before you go against Bruno, since it's the key Pokémon against four of Bruno's five fighters. Give your Ice Pokémon (preferably Water/Ice Lapras) a warm-up with the Onix.

Hitmontop Level 42

Hitmonlee Level 42

Hitmonchan Level 42

Onix Level 43

Machamp Level 46

## 4: Karen

Many of Karen's Pokémon can be tricky to counter-type. Vileplume and Murkrow will go down with Fire and Electric respectively, and any part-Normal Pokémon is great for Gengar. Darks are tougher; they're vulnerable only to Fighting and Bug.

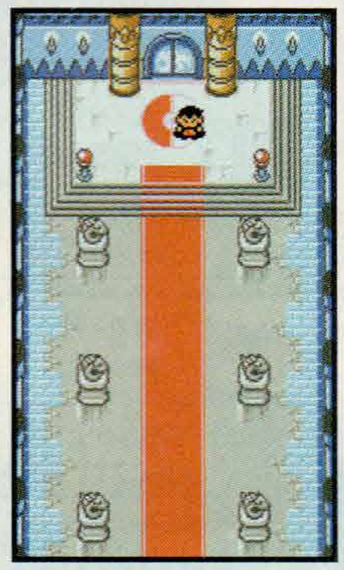
Umbreon Level 42

Vileplume Level 42

Gengar Level 45

Murkrow Level 44

Houndoom Level 47



## 5: Lance

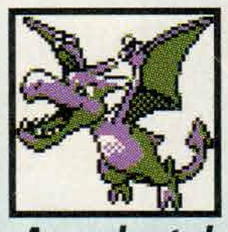
These Pokémon are tough! Here's where the high-level Lapras (or Jynx, Dewgong or Cloyster) comes in. It gets to deal with all three of the Dragonite, and if it has a good Water attack, it can do wonders against Charizard and Aerodactyl too. As for other types, you'll want to switch to Electric for Gyarados and maybe Charizard, but other Pokémon are most useful for stalling while you heal your Ice-type attacker.

Gyarados Level 44

Dragonite Level 47

Charizard Level 46

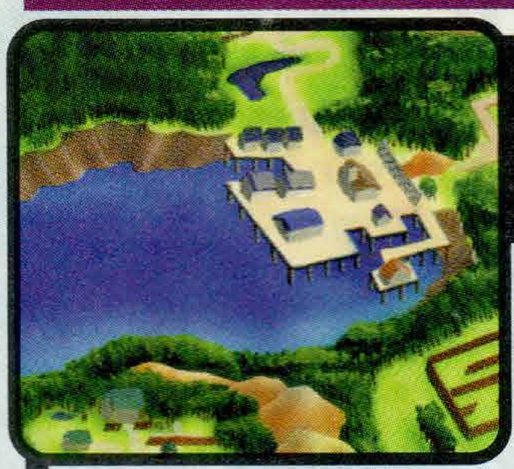
Dragonite Level 47


Aerodactyl Level 46

Dragonite Level 50

# SECTION J: EAST KANTO

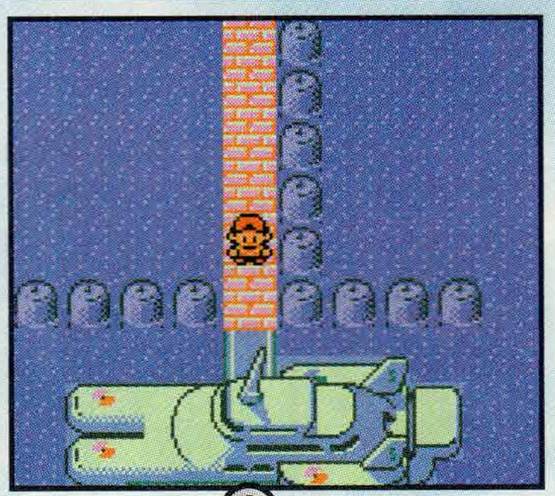
***The Elite Four have been beaten and the credits have rolled, but your quest is far from over. A whole new continent beckons: Kanto, the setting of the original Pokémon games. Our first objective in Kanto will be to restore power to the train that links Johto's Goldenrod and Kanto's Saffron.***



section
## J-1 S.S. AQUA

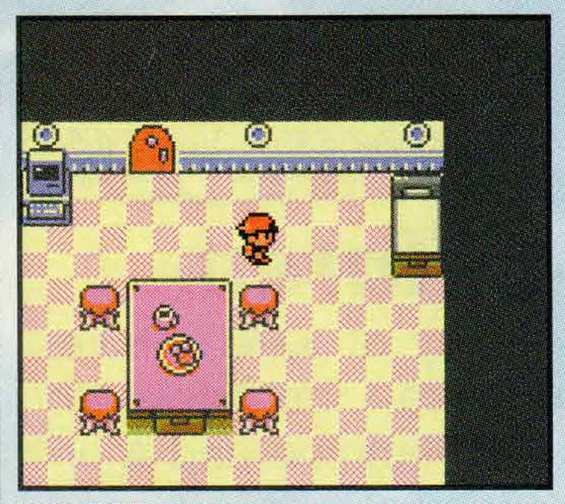
### The Ship Leaves From Olivine City

When you resume your game, you'll find yourself at your home in New Bark Town. As soon as you head outside, you'll get a call from Professor Elm. He has another reward for you, the **S.S. Ticket**. Fly to Olivine City, head down to the harbor, and hop on board for a short voyage to Kanto.



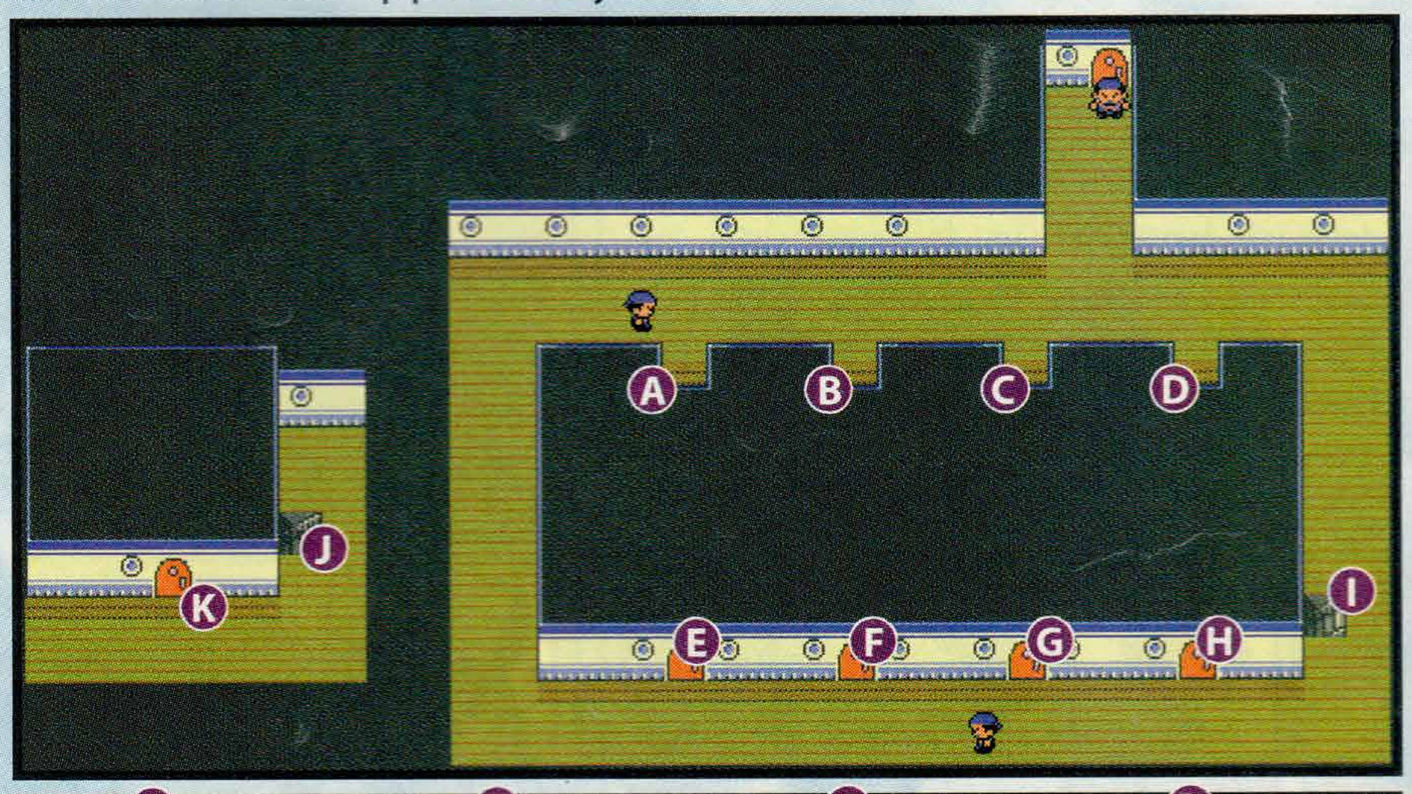
### A Check Into Your Room

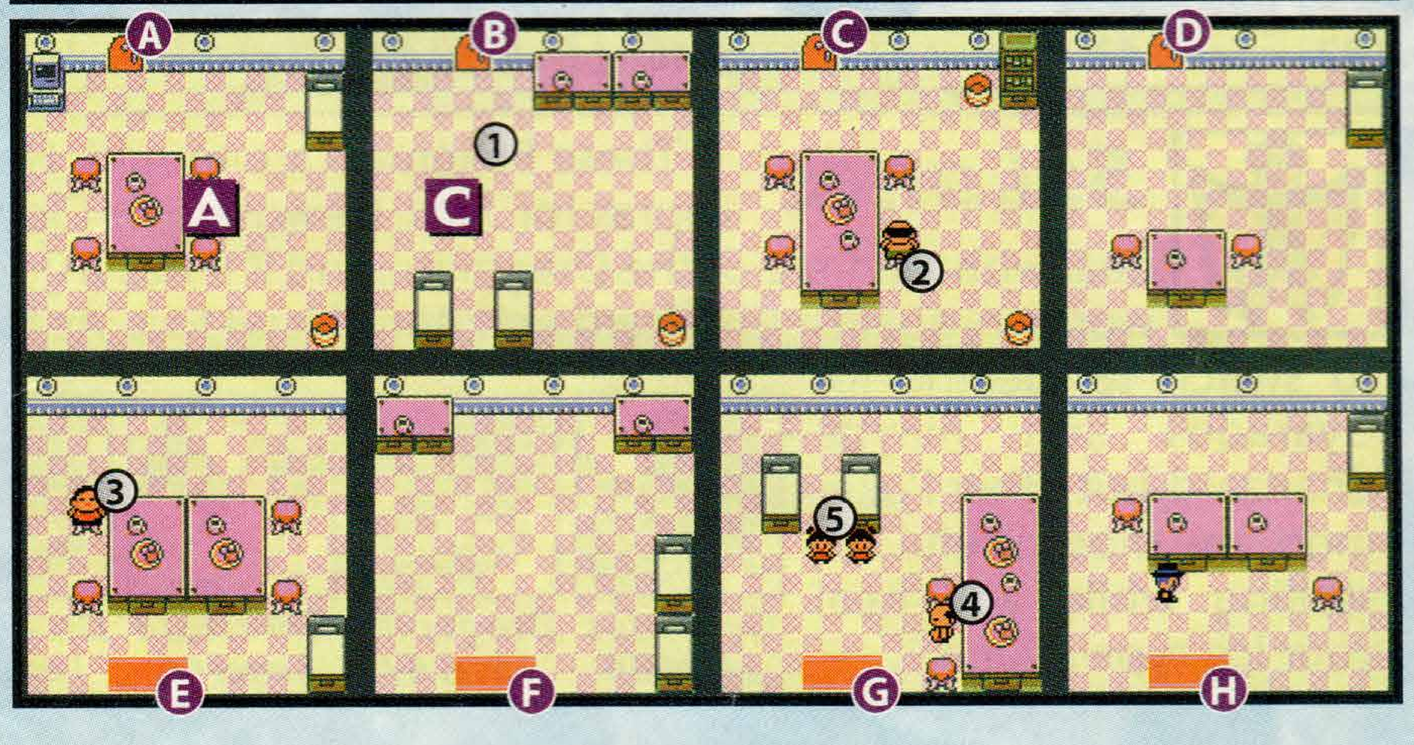
The Professor has you travelling in style–a private room! It has a PC, and you can heal here too. This ship is full of trainers, but they're much easier than the opponents you just faced in the Indigo Plateau, so you may want to take the opportunity to break in some new Pokémon.



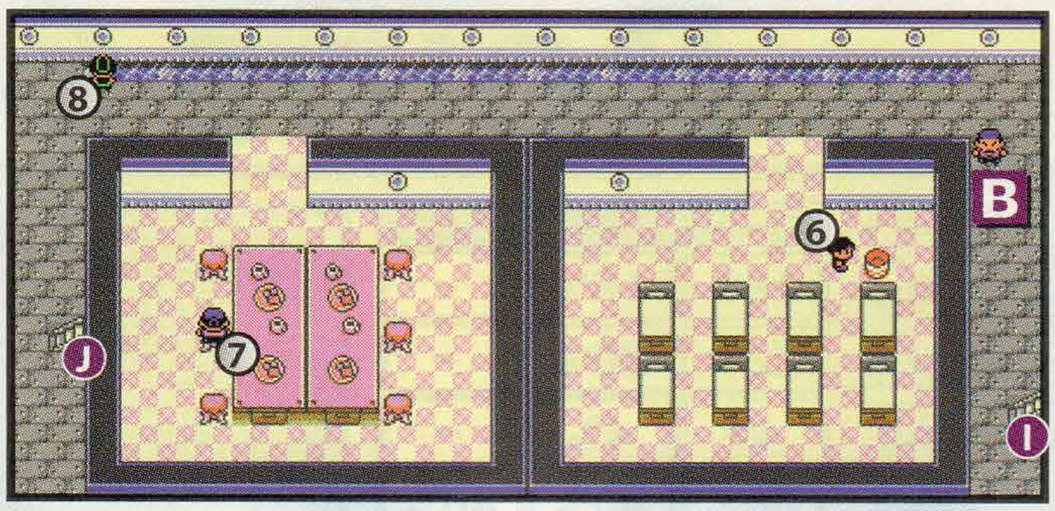
### B C A Lost Child & A Shirking Sailor

After you board, you'll be approached by a man looking for his lost daughter. It seems she went downstairs, but there's a guy blocking the way (B) and he won't move until you find his missing sailor. You'll find him in the room next to yours (C) and after you beat him, his boss will get out of your way.




| | |
|---|---|
| 1 | Stanley ₽1040 |
| | Machop Level 31 |
| | Psyduck Level 26 |
| | Machoke Level 33 |
| 2 | Noland ₽1056 |
| | Sandslash Level 30 |
| | Golem Level 33 |
| 3 | Lyle ₽1344 |
| | Koffing Level 28 |
| | Flareon Level 31 |
| | Koffing Level 28 |
| 4 | Colin ₽2560 |
| | Delibird Level 33 |
| 5 | Meg+Peg ₽1240 |
| | Teddiursa Level 31 |
| | Phanpy Level 31 |



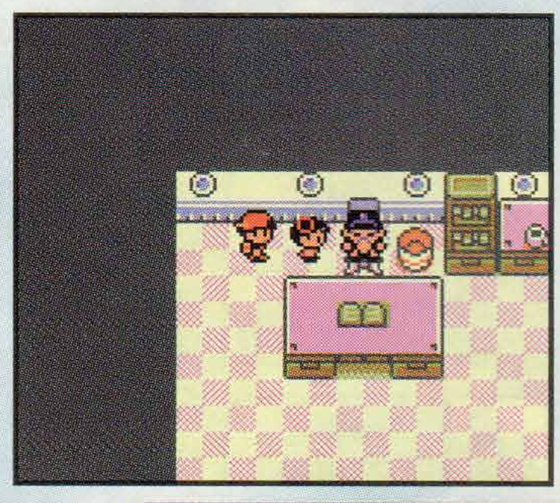

| 6 Fritz ₽1160 | |
|---|---|
| Mr. Mime Level 29 | |
| Machoke Level 29 | |
| Magmar Level 29 | |

| 7 Jeff ₽1280 | |
|---|---|
| Raticate Level 32 | |
| Raticate Level 32 | |

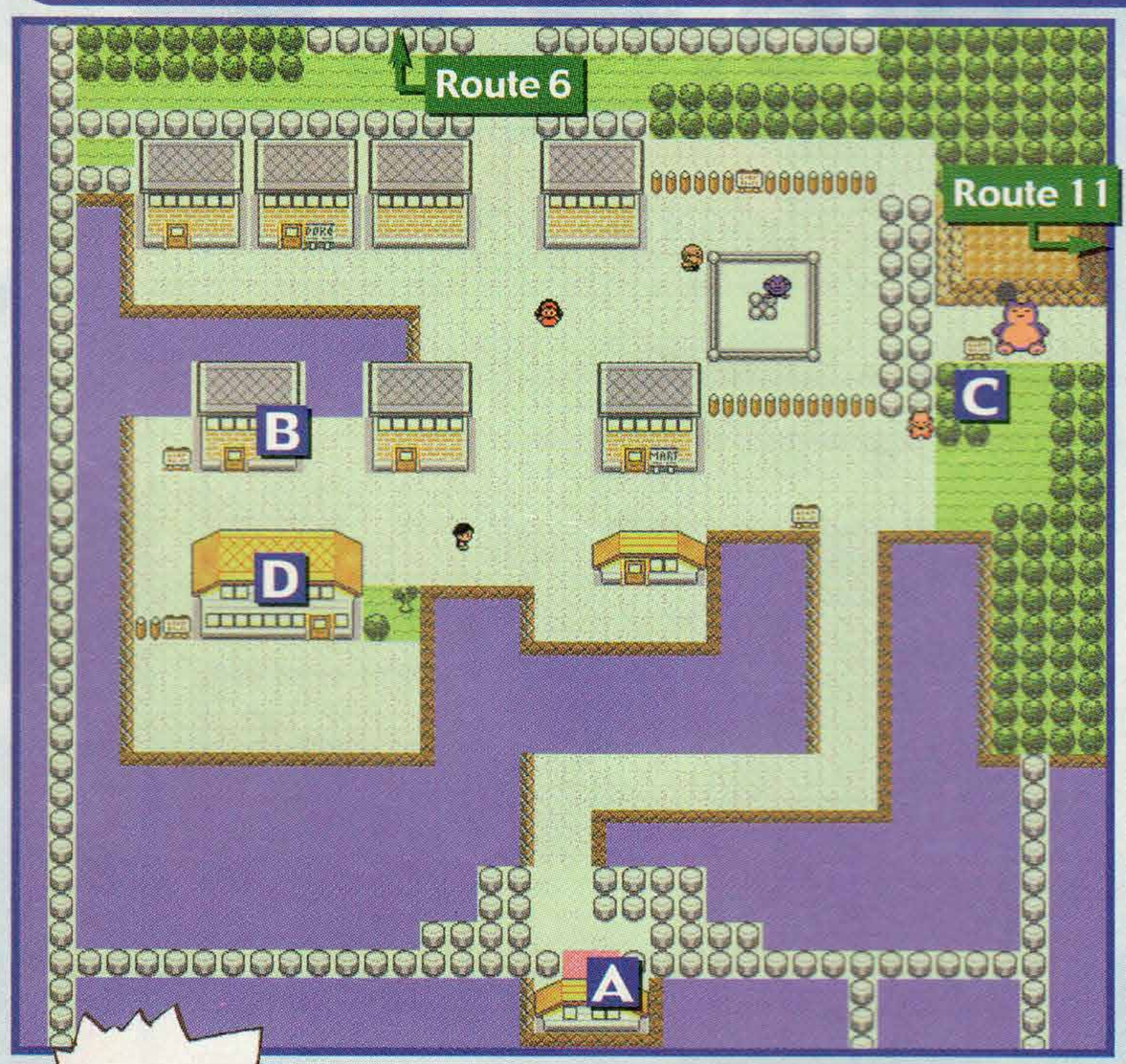
| 8 Debra ₽660 | |
|---|---|
| Seaking Level 33 | |

## D Retrieve the Missing Child

With the sailor gone, you can head up to the Captain's room, where you'll find the lost child. Escort her back to her father, and he'll reward you with a **Metal Coat**, an item that powers up Steel attacks and is required for evolving Onix and Scyther. When this event is completed, the ship will dock in Kanto.



# VERMILION CITY section J-2




## A The Ship Schedule

Until the train is fixed, the ship is the only way to get between Kanto and Johto (besides flying to the Indigo Plateau and walking back). The ship leaves from Kanto every Wednesday and Sunday, and comes back on Monday and Friday. When next you ride, you'll meet a whole new set of trainers on board.

## B The Pokémon Fan Club

Listen to the Fan Club President's long, boring story, and he will reward you with a **Rare Candy**. Also note the Clefairy Doll while you're here... It will be important a bit later.

## C Let Sleeping Snorlax Lie (For Now)

We'll come back when we figure out a way to wake Snorlax. Also note the guy next to him–when you get all 8 Kanto Badges, he'll give you a free **HP Up**.

## D Battle Lt. Surge for the Thunder Badge

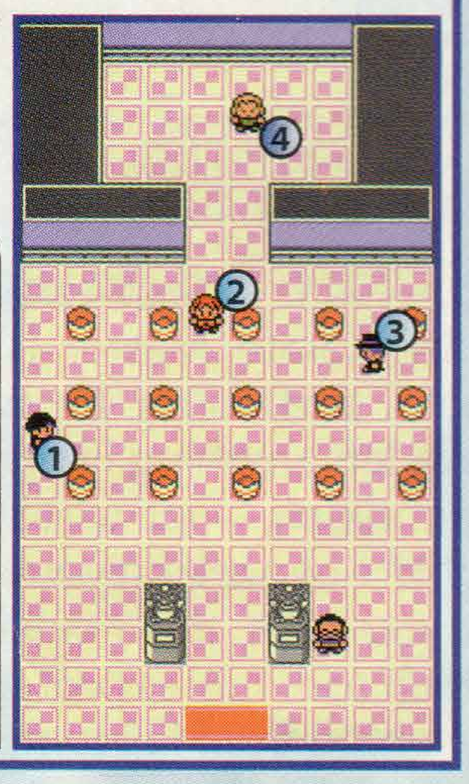
And you thought you were done with the Badges! Nope, Kanto has eight new ones (well, hardly new to Red/Blue/Yellow players), starting with Lt. Surge's Thunder Badge. You'll want to bring your best Grass and Ground-types along (Note to Silver players: Donphan is great here), but most good Pokémon will do, since these Pokémon mostly use Normal-type attacks anyway.

| 1 Horton ₽1320 | |
|---|---|
| Electrode Level 33 | |
| Electrode Level 33 | |
| Electrode Level 33 | |
| Electrode Level 33 | |

| 2 Vincent ₽1024 | |
|---|---|
| Magnemite Level 27 | |
| Magnemite Level 32 | |
| Magnemite Level 32 | |
| Voltorb Level 33 | |

| 3 Gregory ₽2376 | |
|---|---|
| Pikachu Level 37 | |
| Flaaffy Level 33 | |

| 4 Lt. Surge ₽4600 | |
|---|---|
| Raichu Level 44 | |
| Electrode Level 40 | |
| Electabuzz Level 46 | |
| Electrode Level 40 | |
| Magneton Level 40 | |




| Poké Mart | |
|---|---|
| ULTRA BALL | 1200 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| REVIVE | 1500 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |
| LITEBLUEMAIL | 50 |

section
# J-3 ROUTE 6

North to short, dull Route 6 is the only way we can go from Vermilion City. A tunnel here links Route 6 to Cerulean City, but it will be closed until you fix the power outage.

1

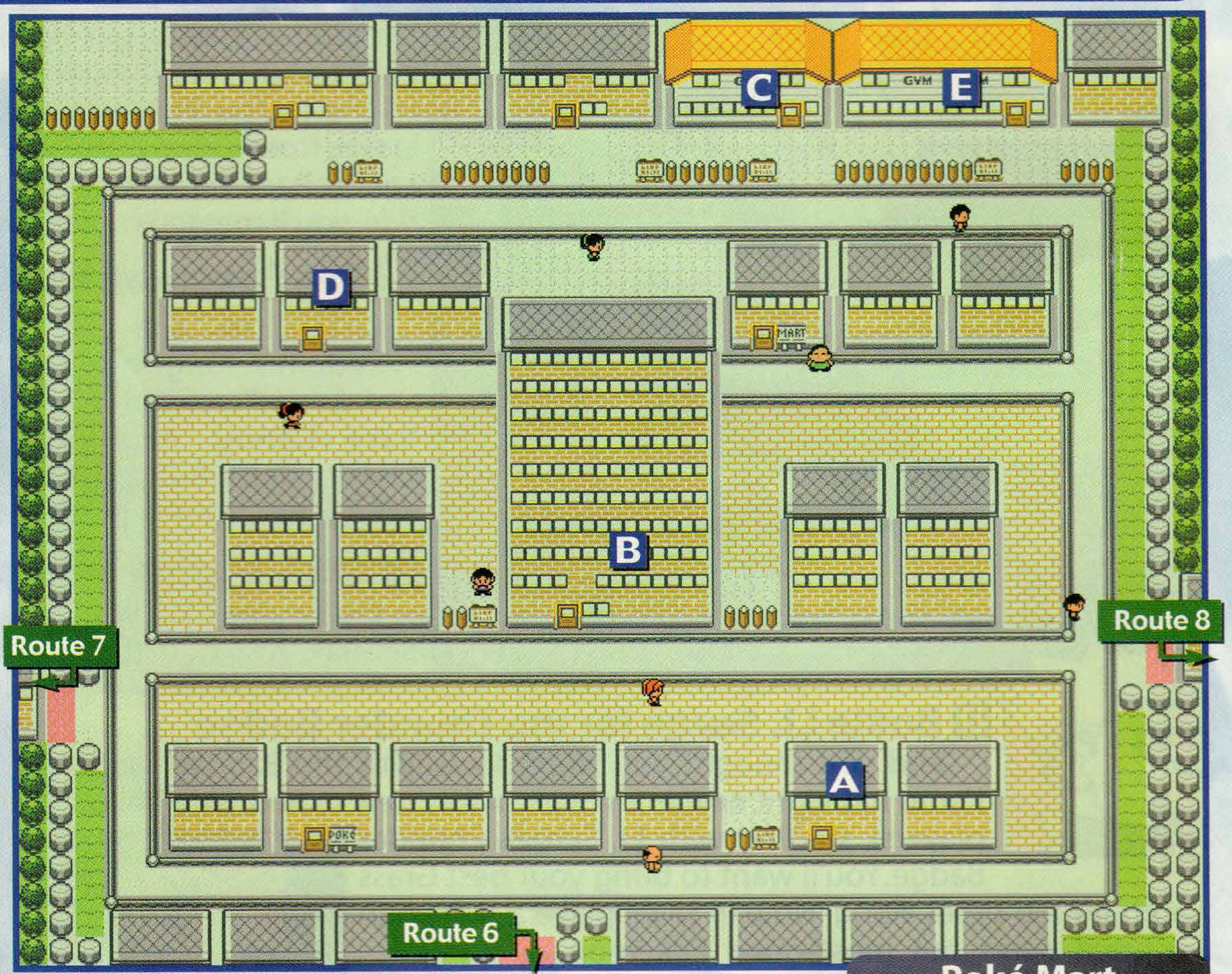
Rex
₽2800
Phanpy
Level 35

2

Allen
₽2800
Teddiursa
Level 35

| Route 32 | Morning | Day | Night |
|---|---|---|---|
| Snubbull | 16% | 16% | - |
| Granbull | 20% | 20% | - |
| Rattata | 4% | 4% | - |
| Raticate | 40% | 40% | 40% |
| Magnemite | 20% | 20% | 16% |
| Jigglypuff | - | - | 8% |
| Psyduck | - | - | 16% |
| Drowzee | - | - | 8% |
| Meowth | - | - | 12% |

section
# J-4 SAFFRON CITY




## A Get TM 29

As in the last game, this guy reads minds and presents all comers with **TM 29**, Psychic. He must have quite a stockpile.

## B A Free Upgrade

You won't get far in Silph Co., but they'll give you a free **Up-grade**, which will "upgrade" a certain Pokémon when you trade it.

## C More Freebies at the Fighting Gym

The Karate Master is still in Johto, and surely he wouldn't have left anything lying around if he didn't want us to take it, right? Keep telling yourself that as you take the **Focus Band**, which sometimes protects your Pokémon from Fainting.

| Poké Mart | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1200 |
| HYPER POTION | 1200 |
| MAX POTION | 2500 |
| FULL HEAL | 600 |
| X ATTACK | 500 |
| X DEFEND | 550 |
| FLOWER MAIL | 50 |

## D The Copycat Girl

This kid is up to old tricks, but if you come back after restoring the power, you'll find her pouting over a Clefairy Doll lost in Vermilion City (in the Fan Club). Return it, and she will give you a **Rail Pass**.

## E Battle Sabrina for the Marsh Badge

If Sabrina gives you trouble, you can always head down to Route 7, load up on Dark-types, and teach Sabrina why Psychic is no longer the unequivocal best type in the game. Or you can just wear her out with your best Pokémon– she only has three and you can probably outlast them. To get to her, take route A-B-F-I-M. Just like last time!

1 **Rebecca** ₽1400
- Drowzee Level 35
- Hypno Level 35

2 **Jared** ₽1120
- Mr. Mime Level 32
- Exeggcute Level 32
- Exeggcute Level 35

3 **Doris** ₽1440
- Slowpoke Level 34
- Slowbro Level 36

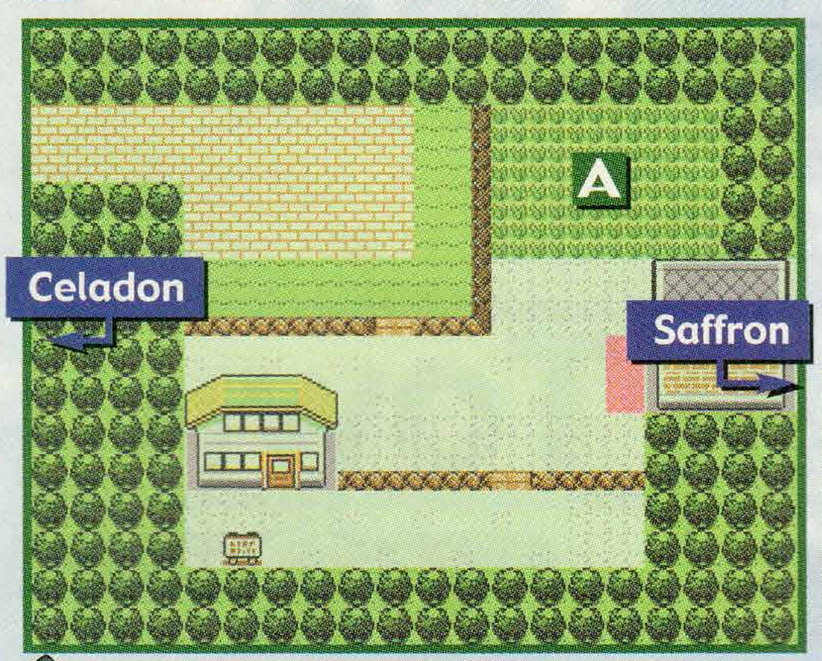
4 **Franklin** ₽1184
- Kadabra Level 37

5 **Sabrina** ₽4800
- Espeon Level 46
- Mr. Mime Level 46
- Alakazam Level 48

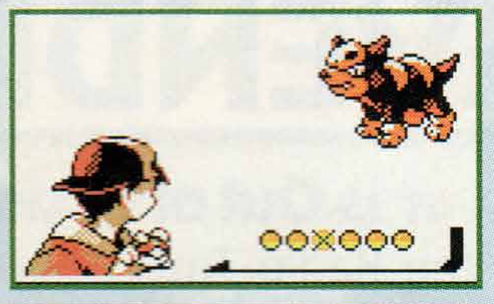
# ROUTE 7

section **J-5**

## A Catch Some Dark Pokémon (Finally!)




This small chunk of land leads to Celadon City (and contains another closed tunnel), but we don't care about that right now. What makes it noteworthy is the two Dark Pokémon that come out, naturally, at night. Half-Dark, half-Fire Houndour, particularly, evolves into one of the best Pokémon in the game. But even Murkrow is great for dealing with Sabrina's Psychic Gym.



### Houndour

*Houndour is strong and versatile. Outside of Roar, all of the moves it learns are attacks, and they include Faint Attack (which never misses), Flamethrower, and Crunch, Dark's best attack. Houndour's evolved form, Houndoom (at level 24) has generally good stats (including impressive Speed), and its versatility makes it a good pick versus the game's tricky final opponent.*

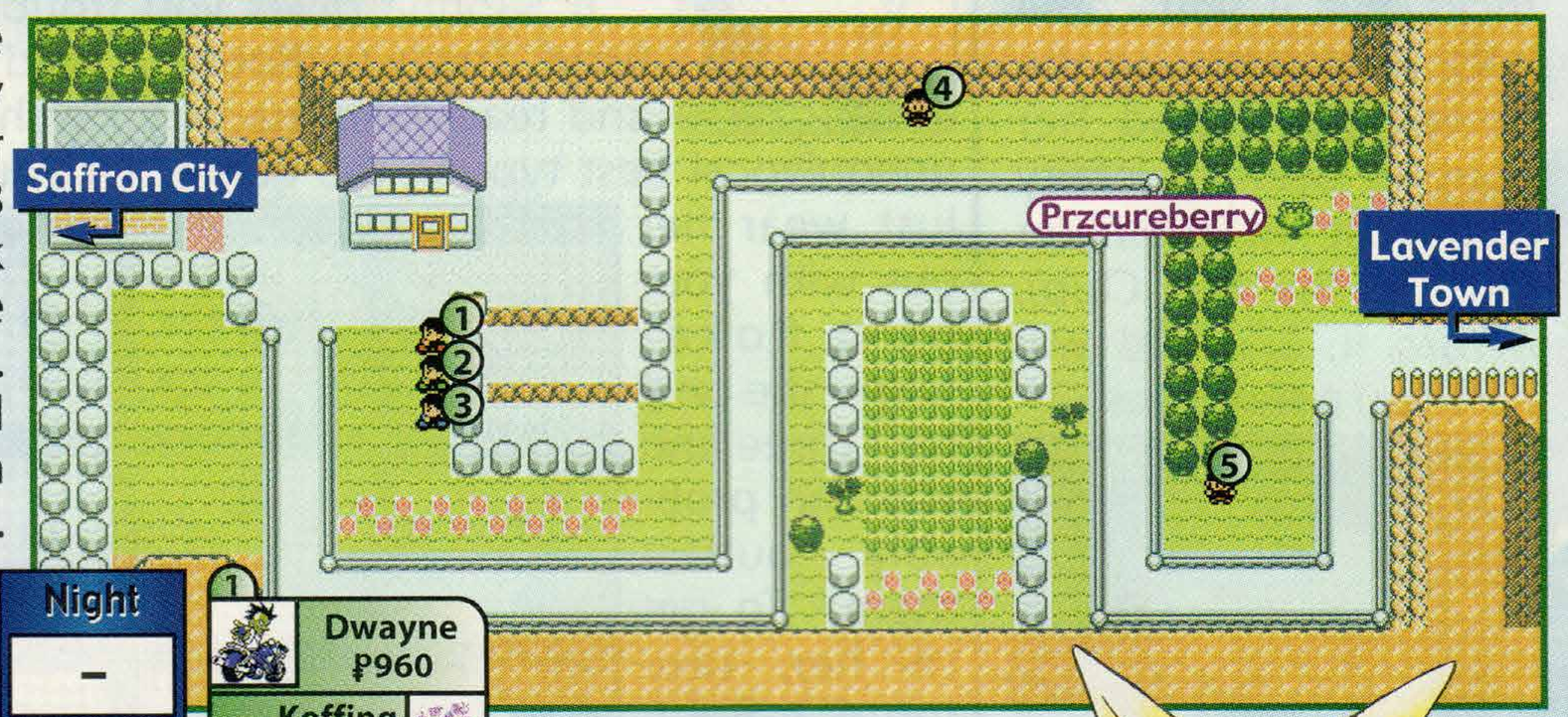
### Murkrow

*As Dark Pokémon go, this one's pretty bad. It has mediocre stats, a bad combination of types (there are just too many Flying-types out there already), and really poor moves. Its most powerful attack is Faint Attack, the Dark version of Swift. Outside of that, you have Peck, Nightshade, and not much else. But it can learn Fly.*

| ROUTE 7 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 40% | 40% | – |
| Rattata | 20% | 20% | – |
| Raticate | 8% | 8% | – |
| Snubbull | 16% | 16% | – |
| Abra | 8% | 8% | 8% |
| Jigglypuff | 8% | 8% | 8% |
| Meowth | – | – | 20% |
| Persian | – | – | 16% |
| Houndour | – | – | 20% |
| Murkrow | – | – | 28% |

section
# J-6 ROUTE 8

We'll take the long way to the Power Plant: Route 8 to Lavender Town, then the Rock Tunnel. If you plan to hunt in Route 8, you'll need a Pokémon with Cut. This is the only place to catch wild Kadabra, which start with Kinesis, a move evolved Kadabra never learn.




| ROUTE 8 | Morning | Day | Night |
|---|---|---|---|
| Pidgeotto | 30% | 30% | - |
| Snubbull | 30% | 30% | - |
| Growlithe | 12% | 12% | - |
| Abra | 12% | 12% | 12% |
| Kadabra | 8% | 8% | 8% |
| Jigglypuff | 8% | 8% | 8% |
| Haunter | - | - | 8% |
| Meowth | - | - | 30% |
| Noctowl | - | - | 34% |

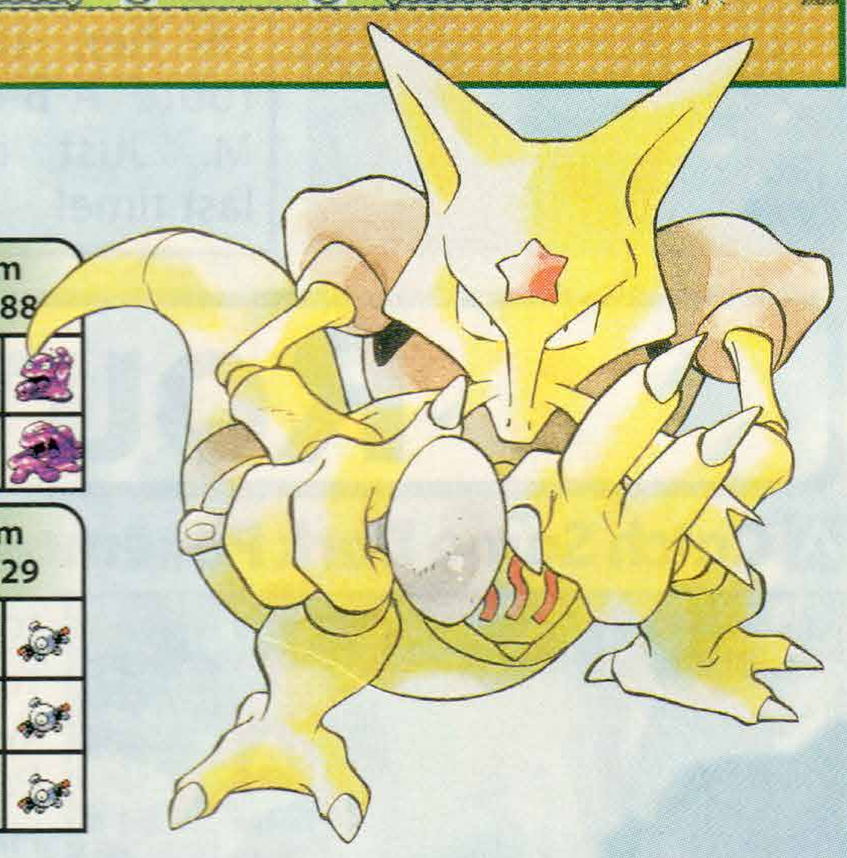
1 Dwayne ₽960
- Koffing Level 27
- Koffing Level 29
- Koffing Level 28
- Koffing Level 30

2 Harris ₽1088
- Flareon Level 34

3 Zeke ₽1024
- Koffing Level 32
- Koffing Level 32

4 Sam ₽1088
- Grimer Level 34
- Muk Level 34

5 Tom ₽1029
- Magnemite Level 32
- Magnemite Level 32
- Magnemite Level 32

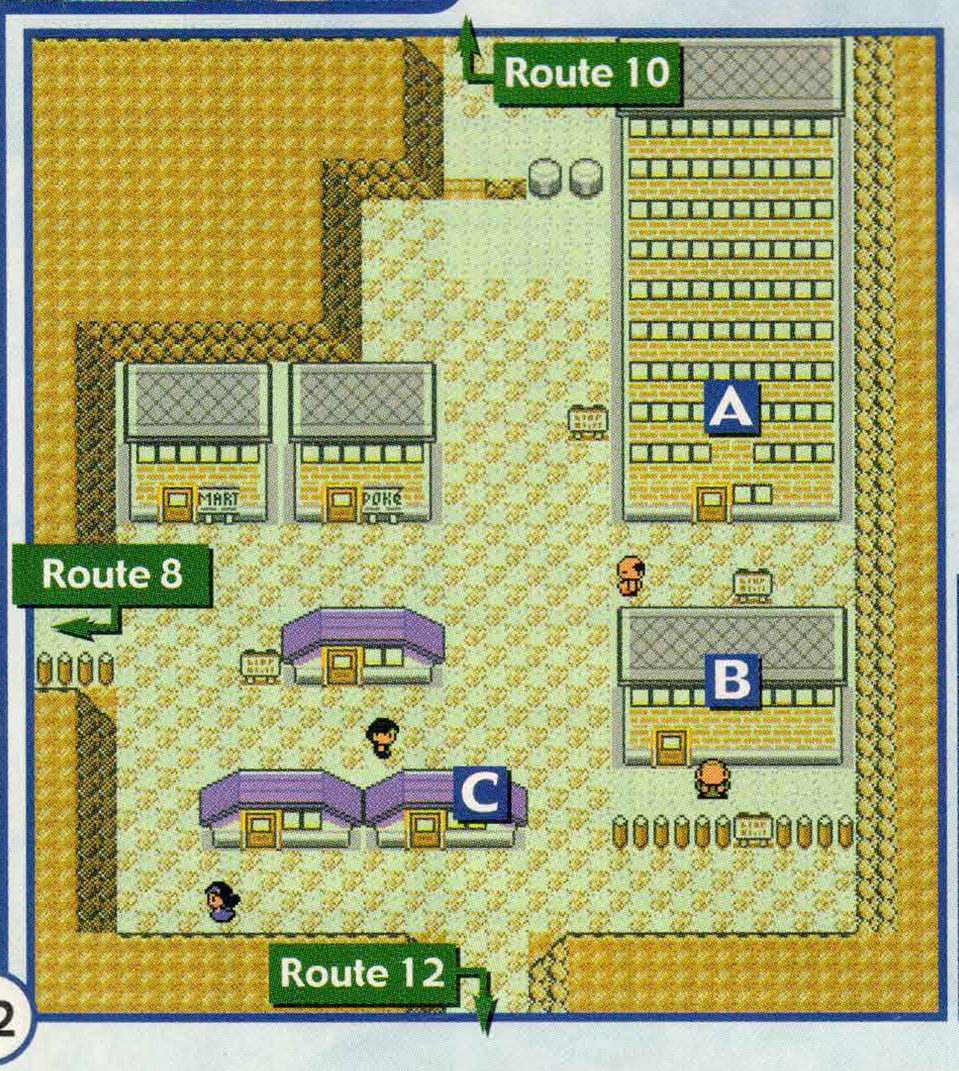


section
# J-7 LAVENDER TOWN

## A Kanto's Radio Tower is Out of Order

With the power down, the Radio Tower here is out of commission. But if you come back when the power's restored, they'll thank you with a new **Radio Card** that lets you listen to Kanto's radio programs.

| Poké Mart | |
|---|---|
| GREAT BALL | 600 |
| POTION | 300 |
| SUPER POTION | 700 |
| MAX REPEL | 700 |
| ANTIDOTE | 100 |
| PARLYZ HEAL | 200 |
| AWAKENING | 250 |
| BURN HEAL | 250 |




## B Mr. Fuji's New Project

So they turned a tower built for the purpose of honoring dead Pokémon into a radio tower? That's more than a little tacky, but I guess Lavender Town's economy needed a boost. You can visit your old friend Mr. Fuji at the newer, smaller mausoleum at point B.

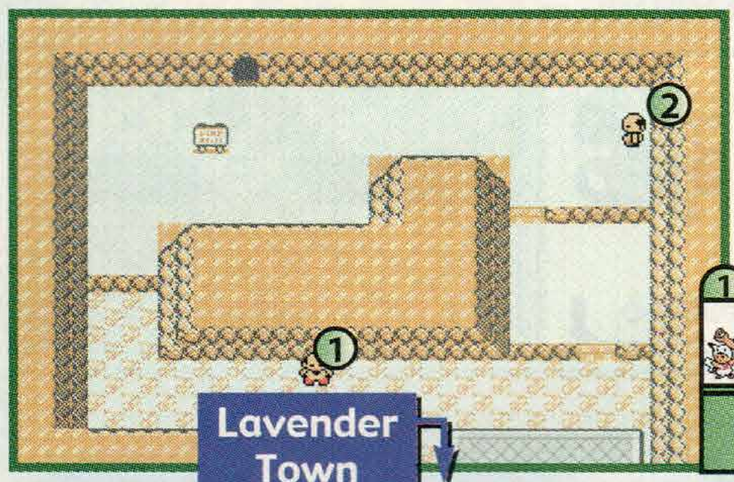
## C Another Name Rater

If you need to rename your Pokémon, you can come here and save yourself a trip to Goldenrod. As always, you can't change the names of Pokémon you received in trades.

# Rock Tunnel

section **J-8**

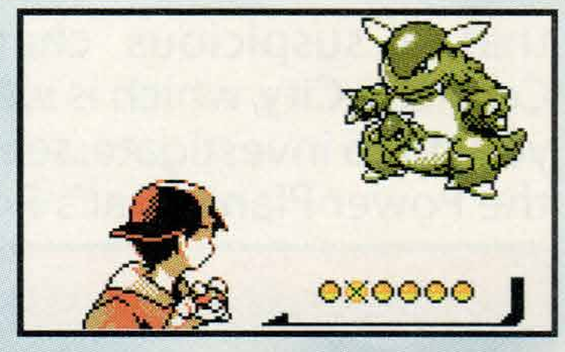
## Take Route 10 to the Rock Tunnel

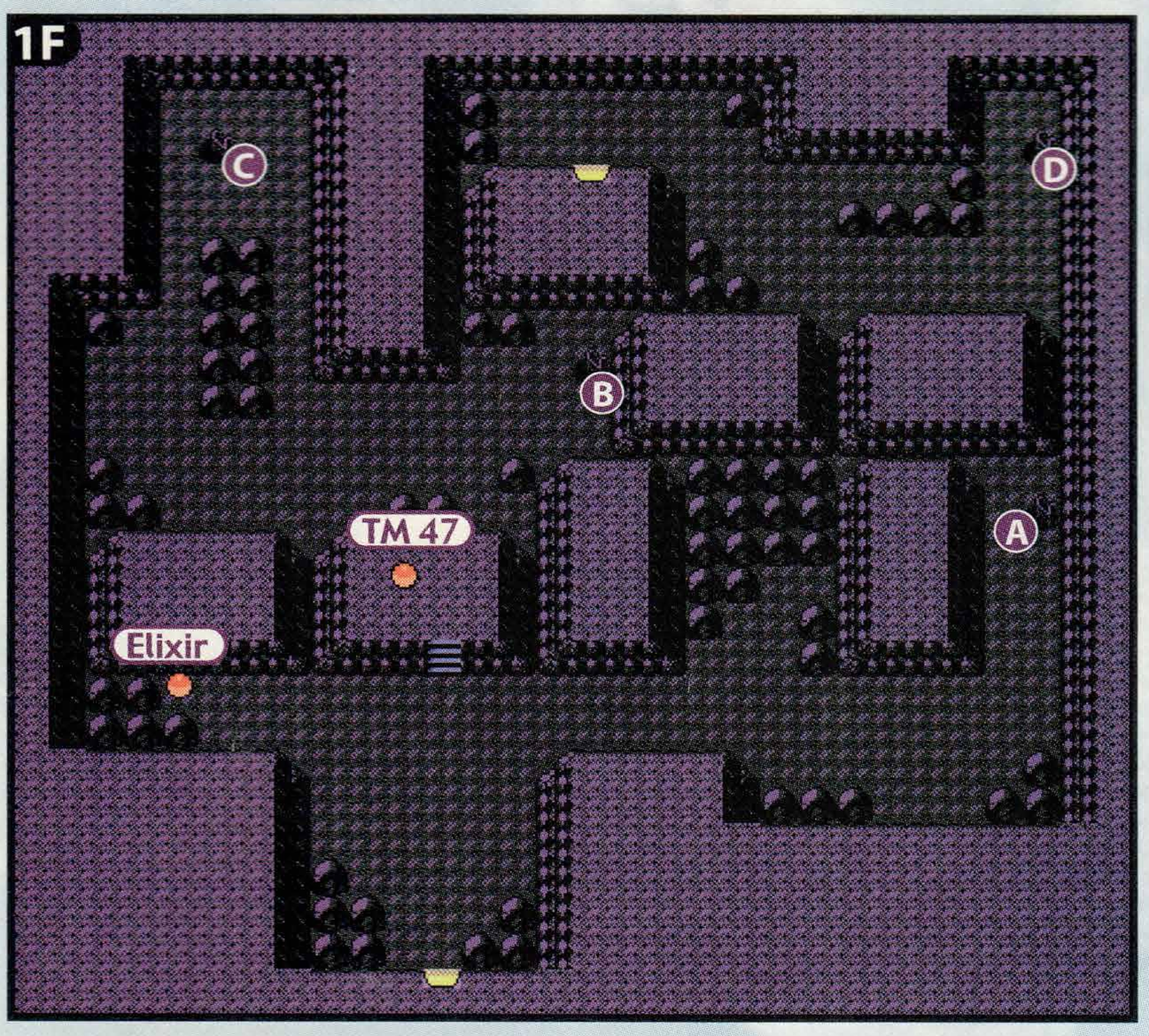


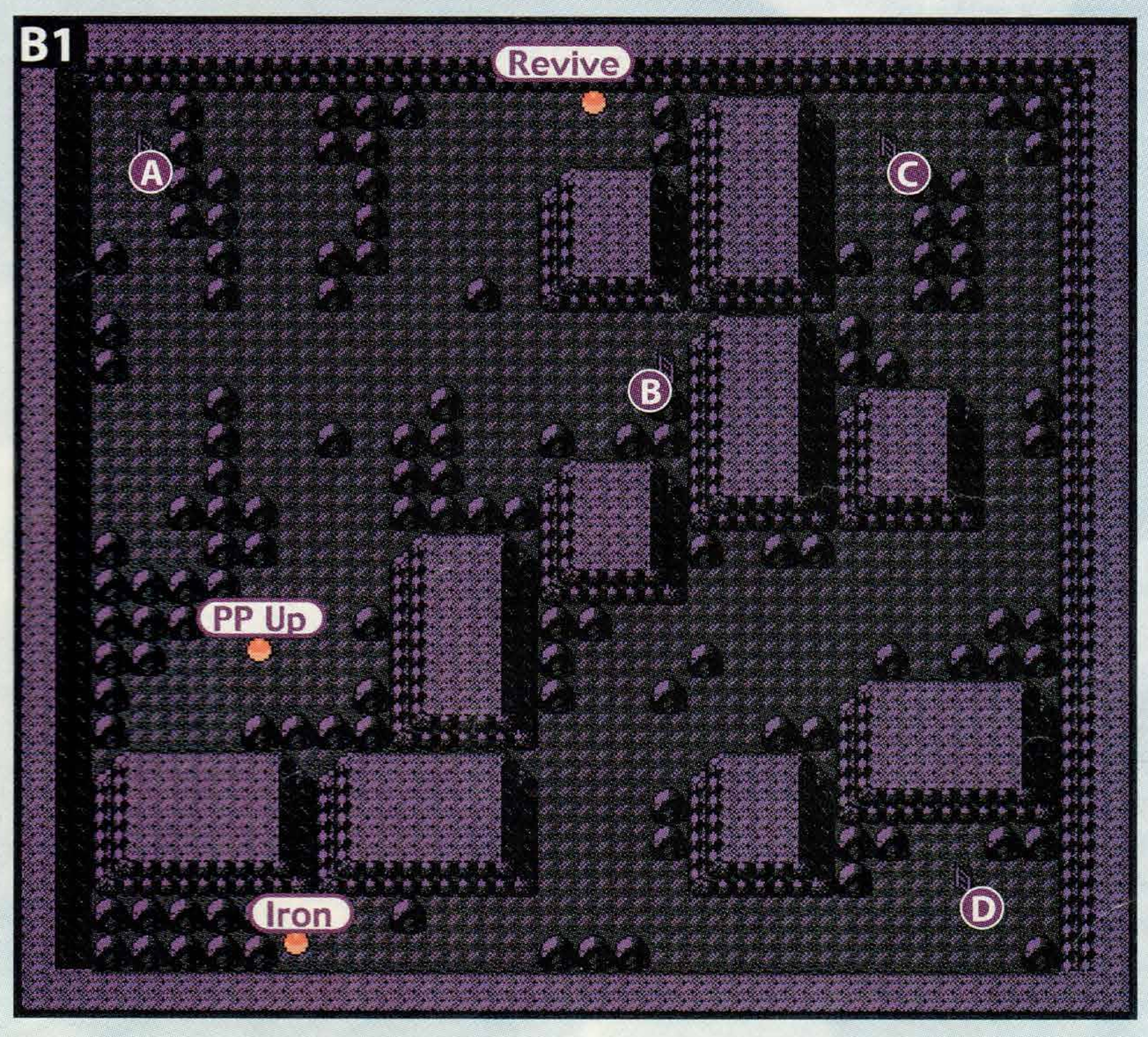

The Power Plant is right on the other side of this small tunnel, just north of Lavender.

| 1 | 2 |
|---|---|
| Robert ₽2640 | Jim ₽1120 |
| Quagsire Level 33 | Machamp Level 35 |

The Rock Tunnel is a simple dungeon with a few interesting items (like **TM 47**, which contains Steel Wing, a rare Steel-type attack). It's also the only place you'll find Kangaskhan and wild Cubone.





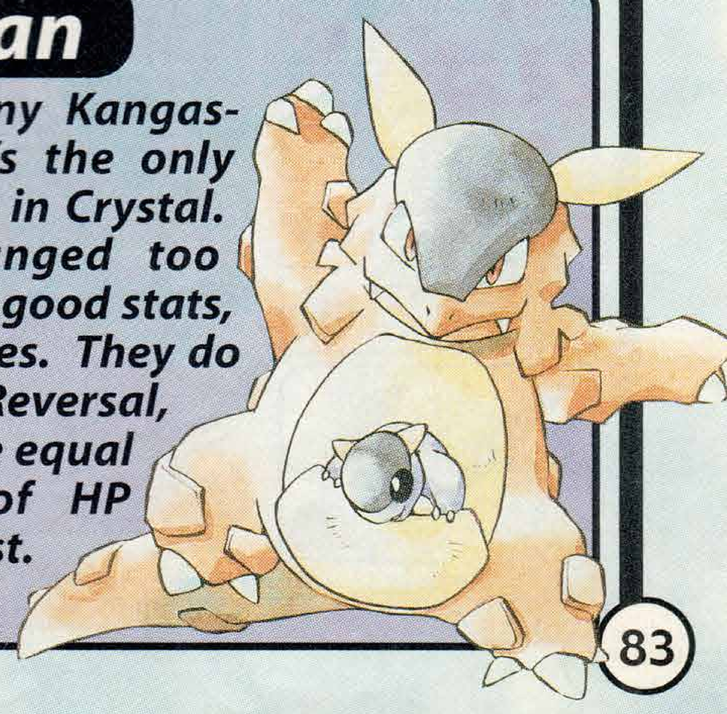




| Tunnel 1F | Morning | Day | Night |
|---|---|---|---|
| Cubone | 25% | 25% | - |
| Marowak | 10% | 10% | - |
| Machop | 25% | 25% | - |
| Machoke | 10% | 10% | - |
| Geodude | 20% | 20% | 30% |
| Zubat | 10% | 10% | 40% |
| Haunter | - | - | 30% |

| Tunnel B1 | Morning | Day | Night |
|---|---|---|---|
| Cubone | 25% | 25% | - |
| Marowak | 10% | 10% | - |
| Kangaskhan | 5% | 5% | - |
| Geodude | 20% | 20% | 40% |
| Onix | 20% | 20% | 25% |
| Zubat | 20% | 20% | 20% |
| Golbat | - | - | 10% |
| Haunter | - | - | 5% |

## Kangaskhan

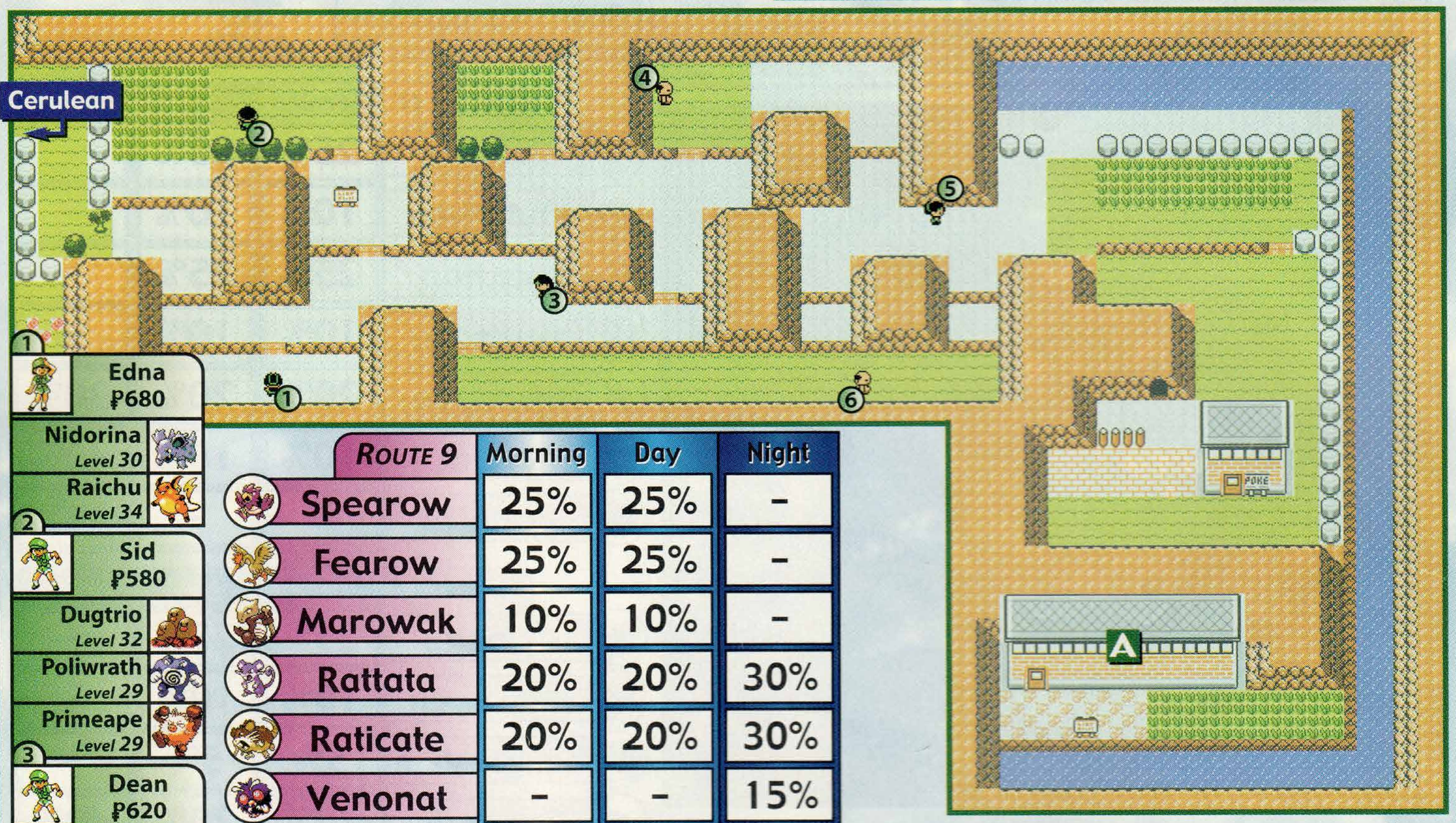
*You won't see many Kangaskhan here, but it's the only place they show up in Crystal. They haven't changed too much: High HP and good stats, but unexciting moves. They do have one new one, Reversal, which does damage equal to the amount of HP Kangaskhan has lost.*



section
# J-9 ROUTE 9+10

## A The Machine Parts Have Been Stolen!

The power is out for all of Kanto 'cause some jerk swiped a part from the Power Plant. As you leave, a guard will give you a tip that a suspicious character has been spotted in Cerulean City, which is west through Route 9. But before you go to investigate, search the strip of grass outside of the Power Plant (that's Route 10) for an Electabuzz.




1 Edna ₽680
Nidorina Level 30
Raichu Level 34

2 Sid ₽580
Dugtrio Level 32
Poliwrath Level 29
Primeape Level 29

3 Dean ₽620
Golduck Level 33
Sandslash Level 31

4 Tim ₽992
Graveler Level 31
Graveler Level 31
Graveler Level 31

5 Heidi ₽640
Skiploom Level 32
Skiploom Level 32

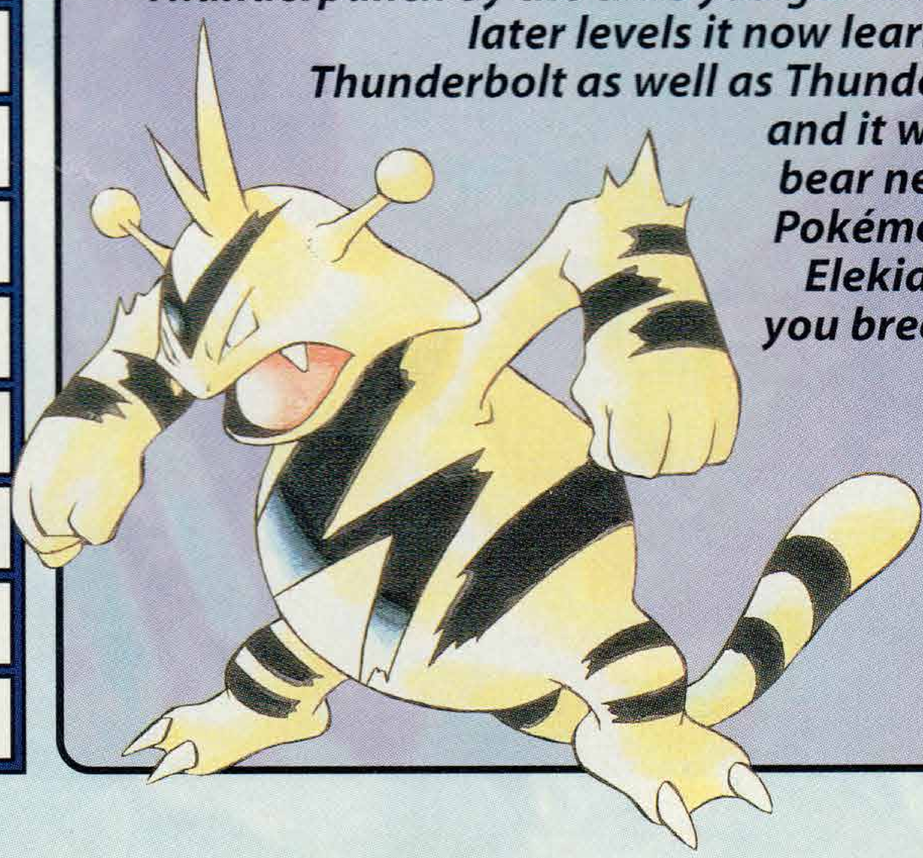
6 Sidney ₽1024
Dugtrio Level 34
Onix Level 32

| Route 9 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 25% | 25% | - |
| Fearow | 25% | 25% | - |
| Marowak | 10% | 10% | - |
| Rattata | 20% | 20% | 30% |
| Raticate | 20% | 20% | 30% |
| Venonat | - | - | 15% |
| Venomoth | - | - | 15% |
| Zubat | - | - | 10% |

| Route 10 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 15% | 15% | - |
| Fearow | 15% | 15% | - |
| Marowak | 5% | 5% | - |
| Electabuzz | 5% | 5% | 5% |
| Voltorb | 35% | 35% | 35% |
| Raticate | 25% | 25% | 25% |
| Venonat | - | - | 15% |
| Venomoth | - | - | 15% |
| Zubat | - | - | 5% |

### Electabuzz

*Electric-types are few and far between in Crystal, so good ones like Electabuzz are always welcome. Its Speed and Special Attack scores are top class, and it should already know Thunderpunch by the time you get it. At later levels it now learns Thunderbolt as well as Thunder, and it will bear new Pokémon Elekid if you breed it!*



# CERULEAN CITY

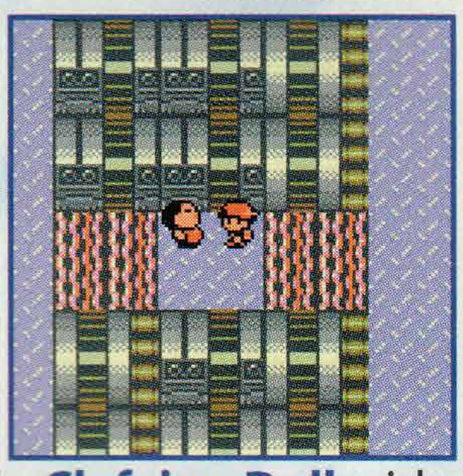
section J-10

## A Apprehend the Thief

The thief is hiding from the law in the Gym, and he'll run for it when you come to visit. Fortunately, the man outside saw which way he ran: north towards Route 24. Catch him on the bridge, defeat his lone Pokémon, and he'll fess up. He stashed the **Machine Part** in the Gym, and you'll find it by searching in the spot shown to the left.

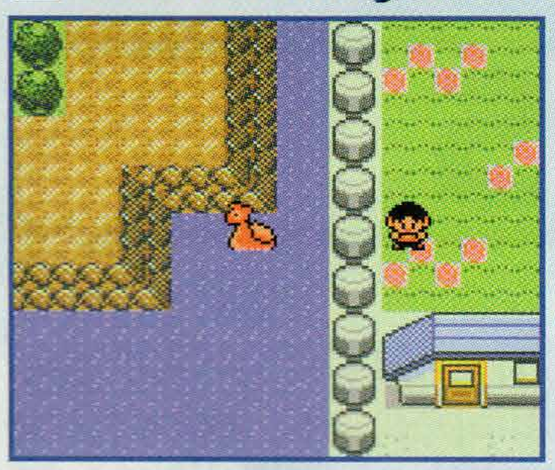
| Rocket ₽1200 |
|---|
| Golbat Level 30 |

## B Return the Stolen Part



When you return the part to the Power Plant, you'll be rewarded with **TM 07**. And when that's all over, you'll be able to recover the Copycat Girl's **Clefairy Doll**, ride the train from Saffron to Goldenrod at any point, and pick up the **Expn. Card** in Lavender. You can use that card to wake up Snorlax, which we'll discuss on page 91.

## C Something in the Water



This kid reported a ping from his Item Finder, but didn't follow it up. Head into the water and use your own: You'll find the **Berserk Gene** which, when held, raises the Pokémon's Attack, but also Confuses it.

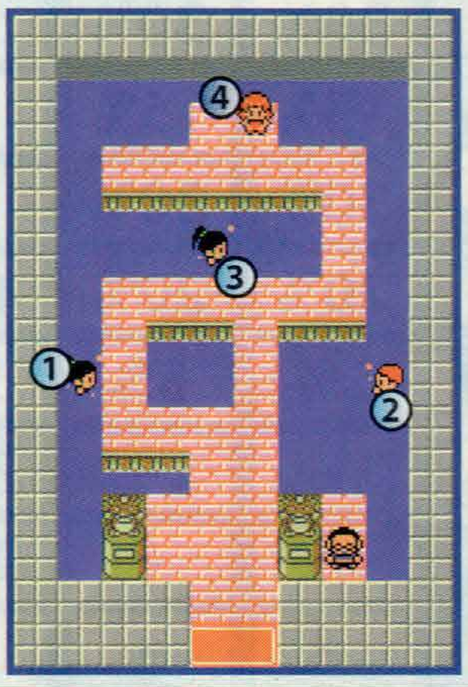
## D Find Misty and Her Mystery Date

Once you've returned the Machine Part, you can come back to Cerulean and hunt down Misty. She's shirking Gym duty... To go on a date? You'll need to fight your way through Route 24+25 (covered on the next page), but you'll find her and her mystery man at the end. When the guy dashes off, Misty will return to her post at the Gym.

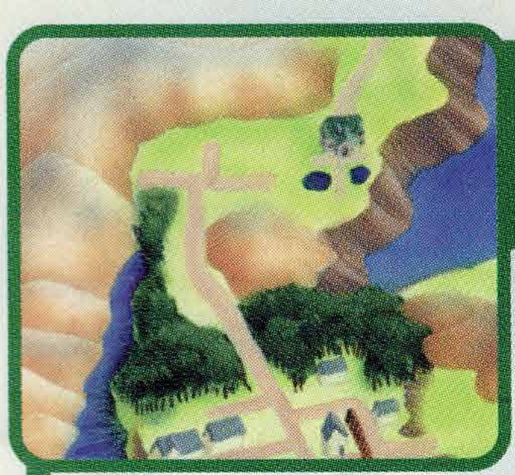
## E Battle Misty for the Cascade Badge

You have plenty of ways to deal with Water Pokémon by now. You can fry 'em, Grass 'em, or better yet, both. You'll definitely want a Grass-type (or a Flying-type) to deal with Misty's pesky, Electric-resistant Quagsire. The Starmie can heal itself, so save a strong Pokémon to finish it off quickly.

| 1 Briana ₽700 |
|---|
| Seaking Level 35 |
| Seaking Level 35 |
| **2 Parker ₽280** |
| Horsea Level 32 |
| Seadra Level 35 |
| Horsea Level 32 |
| **3 Diana ₽740** |
| Golduck Level 37 |




| 4 Misty ₽4700 |
|---|
| Golduck Level 42 |
| Quagsire Level 42 |
| Lapras Level 44 |
| Starmie Level 47 |



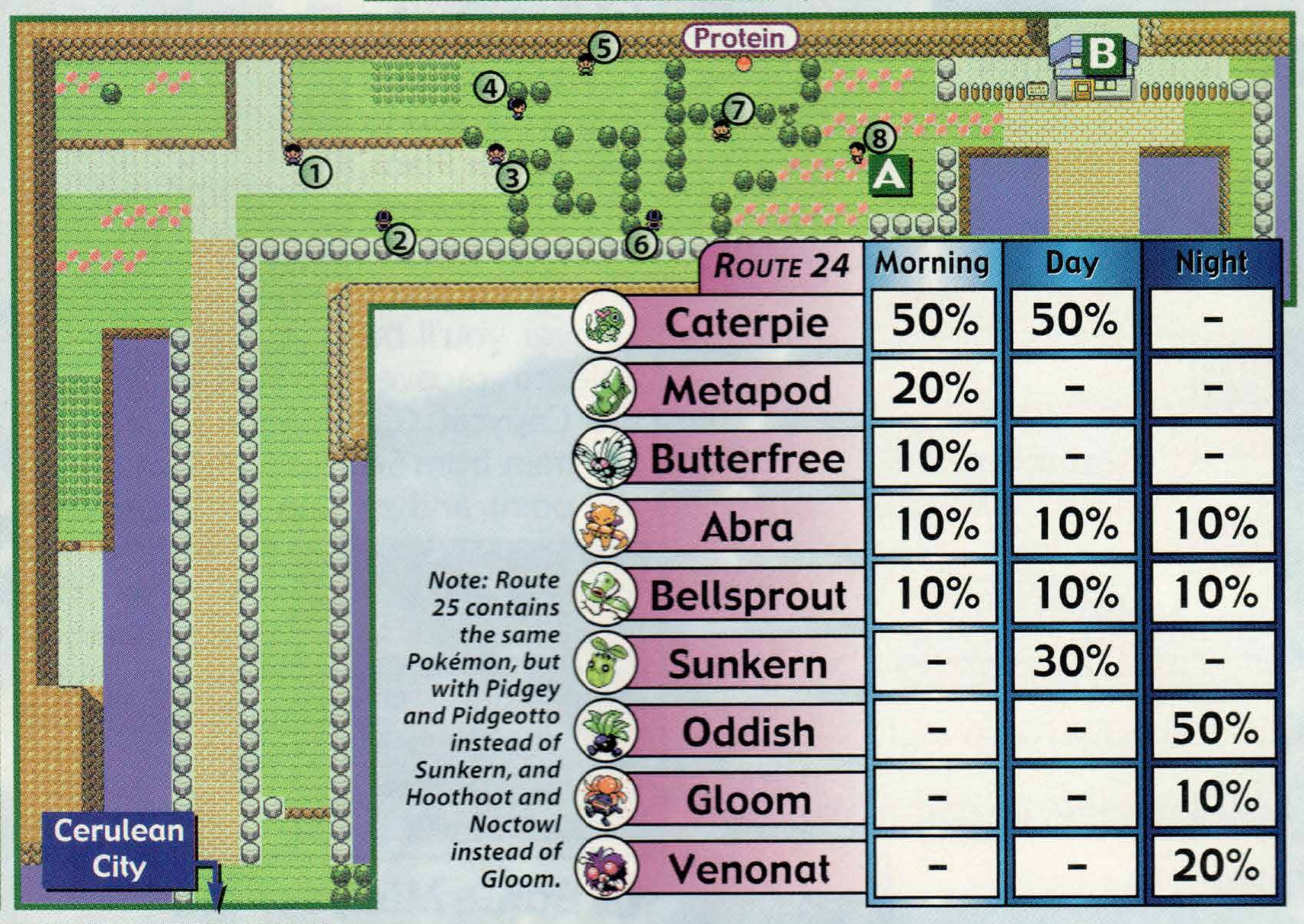
section
# J-11 ROUTE 24+25

## A More Battles

Defeat the first six trainers, and this guy will reward you with a **Nugget**–and one more fight. It's tough, so be ready.

## B The Curious Old Man

Bill's house-sitter doesn't get out much, but he's been reading about Pokémon, and wants to see the one with the long tongue... Show him a Lickitung and he'll give you an **Everstone**. Keep bringing him the Pokémon he asks for, and you'll get a stone (Thunder, Water, etc.) each time!




| Route 24 | Morning | Day | Night |
|---|---|---|---|
| Caterpie | 50% | 50% | - |
| Metapod | 20% | - | - |
| Butterfree | 10% | - | - |
| Abra | 10% | 10% | 10% |
| Bellsprout | 10% | 10% | 10% |
| Sunkern | - | 30% | - |
| Oddish | - | - | 50% |
| Gloom | - | - | 10% |
| Venonat | - | - | 20% |

*Note: Route 25 contains the same Pokémon, but with Pidgey and Pidgeotto instead of Sunkern, and Hoothoot and Noctowl instead of Gloom.*

1 **Dudley** ₽1120
- Oddish *Level 35*

2 **Ellen** ₽816
- Wigglytuff *Level 30*
- Granbull *Level 34*

3 **Joe** ₽1056
- Tangela *Level 33*
- Vaporeon *Level 33*

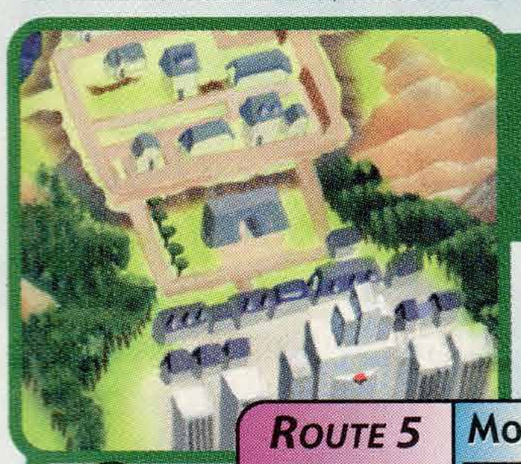
4 **Laura** ₽744
- Gloom *Level 28*
- Bellossom *Level 33*
- Pidgeotto *Level 31*

5 **Lloyd** ₽680
- Nidoking *Level 34*

6 **Shannon** ₽768
- Paras *Level 29*
- Paras *Level 29*
- Parasect *Level 32*

7 **Pat** ₽1152
- Porygon *Level 36*

8 **Kevin** ₽1680
- Rhyhorn *Level 38*
- Charmeleon *Level 35*
- Wartortle *Level 35*



section
# J-12 ROUTE 5

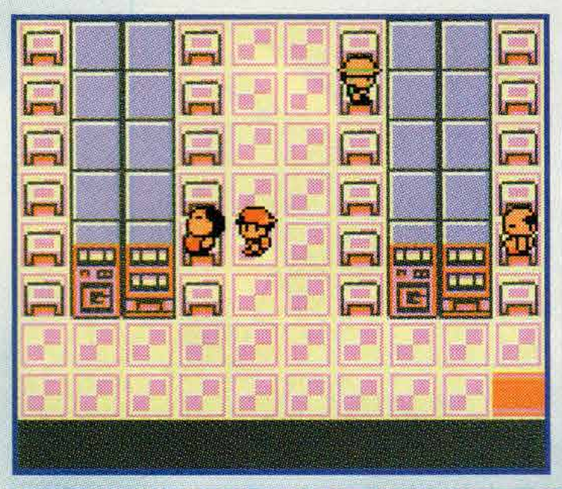
## A Get the Old Woman's Cleanse Tag

You'll have to drop down from the top to get to this house. The old woman will give you a **Cleanse Tag**, which, when equipped, will reduce the number of wild Pokémon encounters you face. After Route 5, cut west through Saffron and Route 7 to get to Celadon.

| Route 5 | Morning | Day | Night |
|---|---|---|---|
| Pidgey | 30% | 30% | - |
| Pidgeotto | 15% | 15% | - |
| Snubbull | 30% | 30% | - |
| Abra | 20% | 20% | 40% |
| Jigglypuff | 5% | 5% | 5% |
| Meowth | - | - | 20% |
| Hoothoot | - | - | 20% |
| Noctowl | - | - | 15% |

# CELADON CITY

section J-13



## A New Celadon City Game Corner Prizes

| Prizes (in coins) | |
|---|---|
| TM 32 (Double Team) | 1500 |
| TM 29 (Psychic) | 3500 |
| TM 15 (Hyper Beam) | 7500 |
| Pikachu | 2222 |
| Porygon | 5555 |
| Larvitar | 8888 |

The Celadon City Game Corner is just like the one in Goldenrod (and your coins are good in either one). The prizes in Crystal now include Porygon, Pikachu, Larvitar, and **TM 29**.

## B Eating Contest

You can't participate, but you can search the trash for **Leftovers**. Any Pokémon that equips this great item will recover a bit of HP every turn.

## C A Scary Story

Sneak into the mansion through the back at night, and the guy on the top floor will tell you a scary story–and give you **TM 03** (Curse).

## D Hidden Item

You can get a precious **PP Up** by searching in this fairly conspicuous spot. They're not available in any store, so don't miss it.

## E The Celadon Dept. Store

Nothing too exciting, but lots of it.

| Dept. Store 2F | |
|---|---|
| POKé BALL | 200 |
| GREAT BALL | 600 |
| ULTRA BALL | 1200 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |
| AWAKENING | 250 |
| PARLYZ HEAL | 200 |

| Dept. Store 2F | |
|---|---|
| POTION | 300 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| MAX POTION | 2500 |
| REVIVE | 1500 |
| SUPER REPEL | 500 |
| MAX REPEL | 700 |

| Dept. Store 3F | |
|---|---|
| TM 10 (Hidden Power) | 3000 |
| TM 11 (Sunny Day) | 2000 |
| TM 17 (Protect) | 3000 |
| TM 18 (Rain Dance) | 2000 |
| TM 37 (Sandstorm) | 2000 |

| Dept. Store 4F | |
|---|---|
| POKé DOLL | 1000 |
| LOVELY MAIL | 50 |
| SURF MAIL | 50 |

| Dept. Store 5F | |
|---|---|
| X ACCURACY | 950 |
| GUARD SPEC | 700 |
| DIRE HIT | 650 |
| X ATTACK | 500 |
| X DEFEND | 550 |
| X SPEED | 350 |
| X SPECIAL | 350 |

| Dept. Store 5F | |
|---|---|
| HP UP | 9800 |
| PROTEIN | 9800 |
| IRON | 9800 |
| CARBOS | 9800 |
| CALCIUM | 9800 |

| Dept. Store 6F | |
|---|---|
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |

## F Battle Erika for the Rainbow Badge

Grass is pretty easy to beat. Just come in with some strong Fire Pokémon and you shouldn't have any problems here. Good second choices include Ice, and Psychic (since a lot of these are also Poison-type). Erika is the first of the Kanto trainers to toss in a bonus: It's **TM 19**, Giga Drain, probably the best new Grass attack in Gold and Silver.

| 1 Jo+Zoe ₽700 | |
|---|---|
| Victreebell | Level 35 |
| Vileplume | Level 35 |

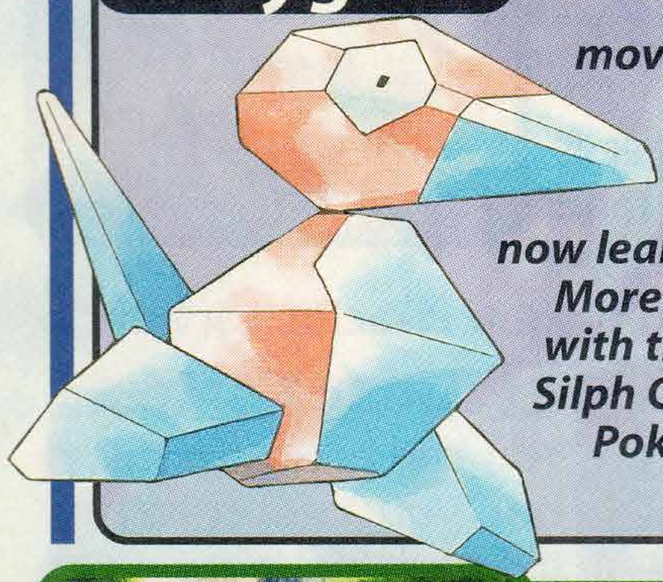
| 2 Tanya ₽740 | |
|---|---|
| Exeggutor | Level 37 |

| 3 Michelle ₽816 | |
|---|---|
| Skiploom | Level 32 |
| Hoppip | Level 33 |
| Jumpluff | Level 35 |

| 4 Julia ₽3080 | |
|---|---|
| Paras | Level 32 |
| Parasect | Level 35 |
| Exeggcute | Level 32 |

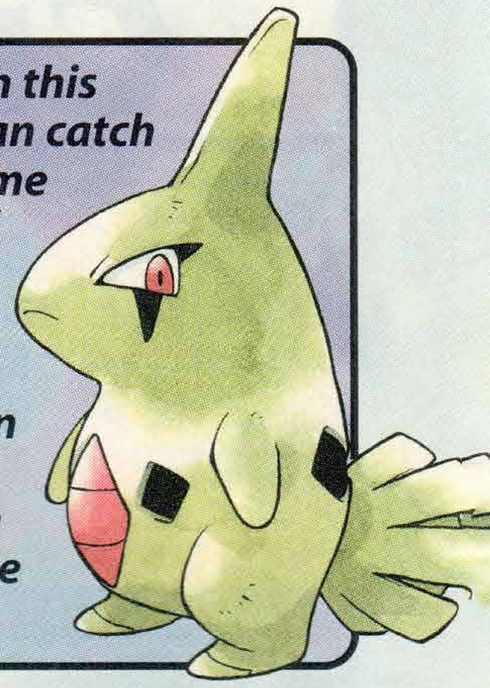
| 5 Erika ₽4600 | |
|---|---|
| Tangela | Level 42 |
| Bellossom | Level 46 |
| Jumpluff | Level 41 |
| Victreebell | Level 46 |

## Porygon



*Porygon has been tweaked a bit for the better. It has a new move that turns it into whatever type your opponent will have the hardest time dealing with, and it can now learn Recover and Zap Attack. More importantly, if you trade it with the Up-grade you got at the Silph Co., it will evolve into a new Pokémon which gets the same moves but far better stats.*

## Larvitar

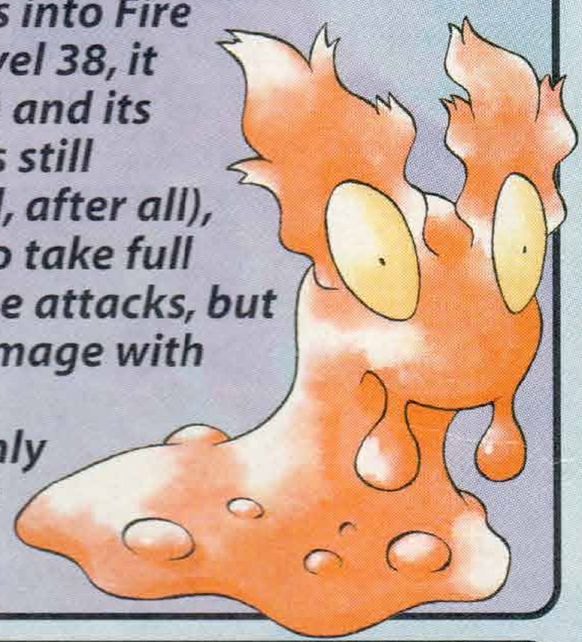


*If you don't win this Pokémon, you can catch it in Mt. Silver. It comes late in the game and evolves slowly (final form at level 55!) but is a powerhouse when it gets there. Larvitar and Pupitar are Rock/Ground, but their final form, Tyranitar, is Rock/Dark. All three learn powerful Ground, Rock and Normal attacks and have a great Attack score to make good use of them. They're one of the strongest new families.*

# section J-14 ROUTE 16-18

You'll have to use your bike on this steep road, and you'll whiz through it in a heartbeat if you don't stop to smell the flowers (and catch some rare Pokémon). Other than the hunting opportunities and a few junior trainers, there is nothing of interest in these three small areas.

## Slugma



*When Fire Pokémon Slugma evolves into Fire Pokémon Magcargo at level 38, it adds a second type (Rock) and its Defense nearly triples. It's still painfully slow (it is a Snail, after all), and its Attack is too low to take full advantage of its Rock-type attacks, but it can do some serious damage with powerful Fire attacks like Flamethrower. Slugma only appears during the day in the Crystal version.*

## Grimer

*Pure Poison is actually a pretty nice type, since all you really need to worry about are Psychics. And Grimer and evolved form Muk certainly have the goods: Sludge at level 16 and Sludge Bomb at level 50 are pretty good attacks. But Grimer and Muk have only so-so stats, and with only Poison-type attacks, they have no way to deal with Steel-type Pokémon who are completely immune to Poison.*

**1 Riley ₽1088**
- Weezing Level 34

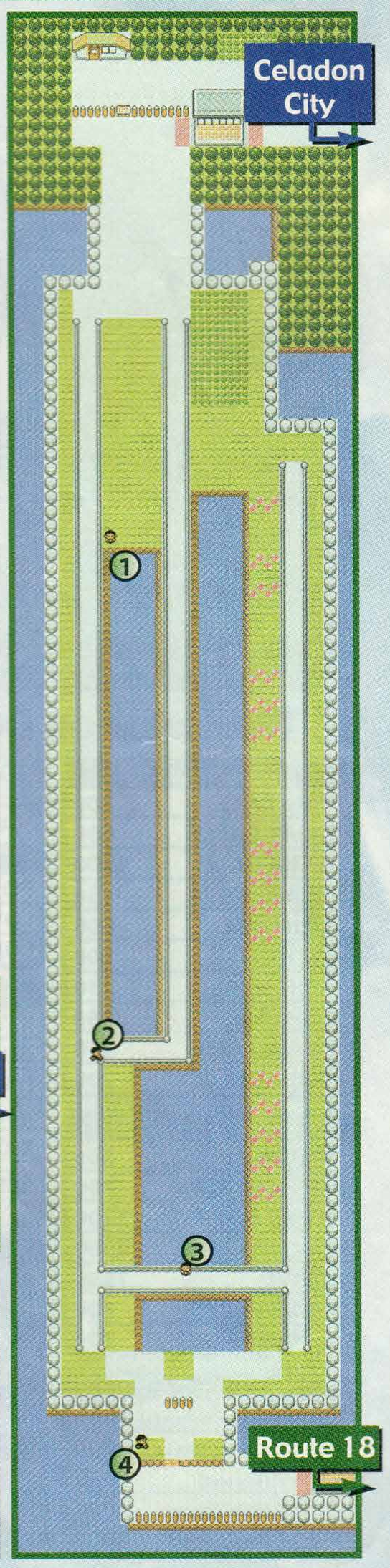
**2 Glenn ₽1024**
- Koffing Level 28
- Magmar Level 30
- Weezing Level 32

**3 Joel ₽1024**
- Magmar Level 32
- Magmar Level 32

**4 Charles ₽960**
- Koffing Level 30
- Charmeleon Level 30
- Weezing Level 30

**5 Bob ₽816**
- Noctowl Level 34

**6 Boris ₽768**
- Doduo Level 28
- Doduo Level 30
- Dodrio Level 32




| Route 16 | Morning | Day | Night |
|---|---|---|---|
| Fearow | 45% | 40% | - |
| Grimer | 40% | 40% | 70% |
| Muk | 15% | 15% | 15% |
| Slugma | - | 5% | - |
| Murkrow | - | - | 15% |

| Route 17/18 | Morning | Day | Night |
|---|---|---|---|
| Fearow | 45% | 45% | - |
| Grimer | 45% | 15% | 80% |
| Muk | 10% | 10% | 20% |
| Slugma | - | 30% | - |

# FUCHSIA CITY

section **J-15**

## A The Safari Zone is Closed

You know it's closed when they have the door removed! Alas, without that, there isn't much to do in Fuchsia.

| Poké Mart | |
|---|---|
| GREAT BALL | 600 |
| ULTRA BALL | 1200 |
| SUPER POTION | 700 |
| HYPER POTION | 1200 |
| FULL HEAL | 600 |
| MAX REPEL | 700 |
| FLOWER MAIL | 50 |

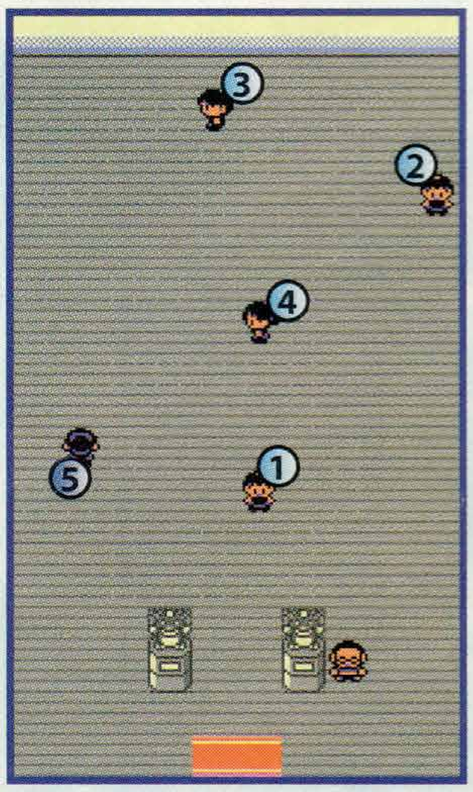
## B No Passage to Cinnabar

A number of fallen boulders have blocked the exit south of here, which leads to Cinnabar Island via Route 19. The blockade will be removed if you come back here from that direction, but for now, the only way to get to Kanto's west side is Diglett's Cave.

| Fuchsia City Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 100% | 90% | 80% |
| Gyarados | - | 10% | 20% |

## C Battle Janine for the Soul Badge

Now that Koga has been promoted to the Indigo Plateau, who's minding the Fuchsia Gym? His daughter Janine, apparently, and a handful of impersonators. The invisible (sorta) walls are still there, but you shouldn't have much trouble feeling your way through and beating the trainers on the way. These are mostly Poison Pokémon, so your Psychics will be the most useful. But since most of them are half-Grass or half-Bug, Fire is almost as good.



| 1 Linda ₽816 | |
|---|---|
| Bulbasaur | Level 30 |
| Ivysaur | Level 32 |
| Venusaur | Level 34 |

| 2 Cindy ₽720 | |
|---|---|
| Nidoqueen | Level 36 |

| 3 Barry ₽720 | |
|---|---|
| Nidoking | Level 36 |

| 4 Alice ₽720 | |
|---|---|
| Gloom | Level 30 |
| Arbok | Level 34 |
| Gloom | Level 30 |

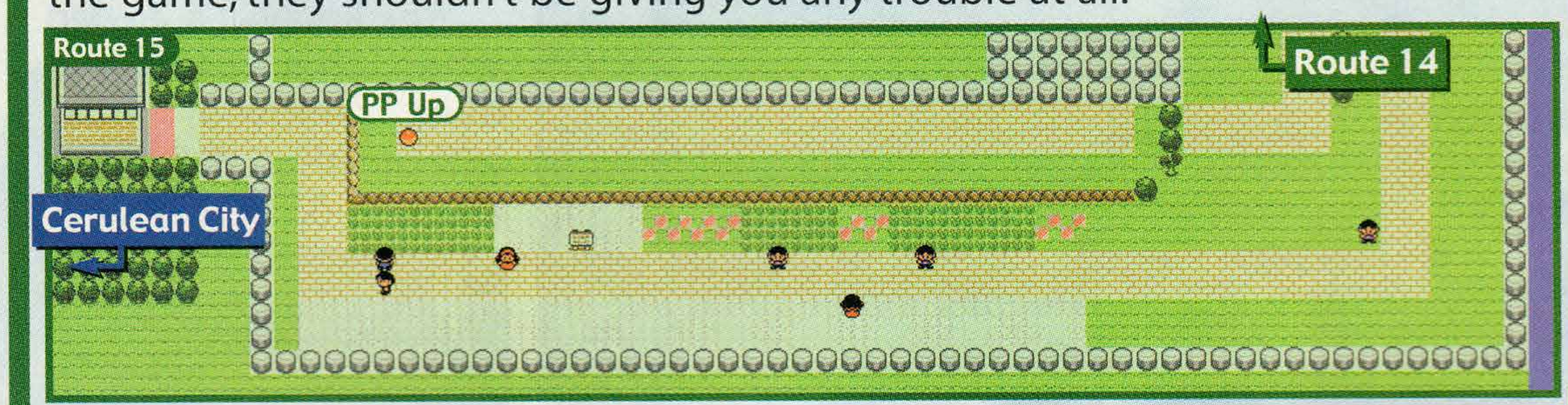
| 5 Janine ₽3900 | |
|---|---|
| Crobat | Level 36 |
| Weezing | Level 36 |
| Weezing | Level 36 |
| Ariados | Level 33 |
| Venomoth | Level 39 |

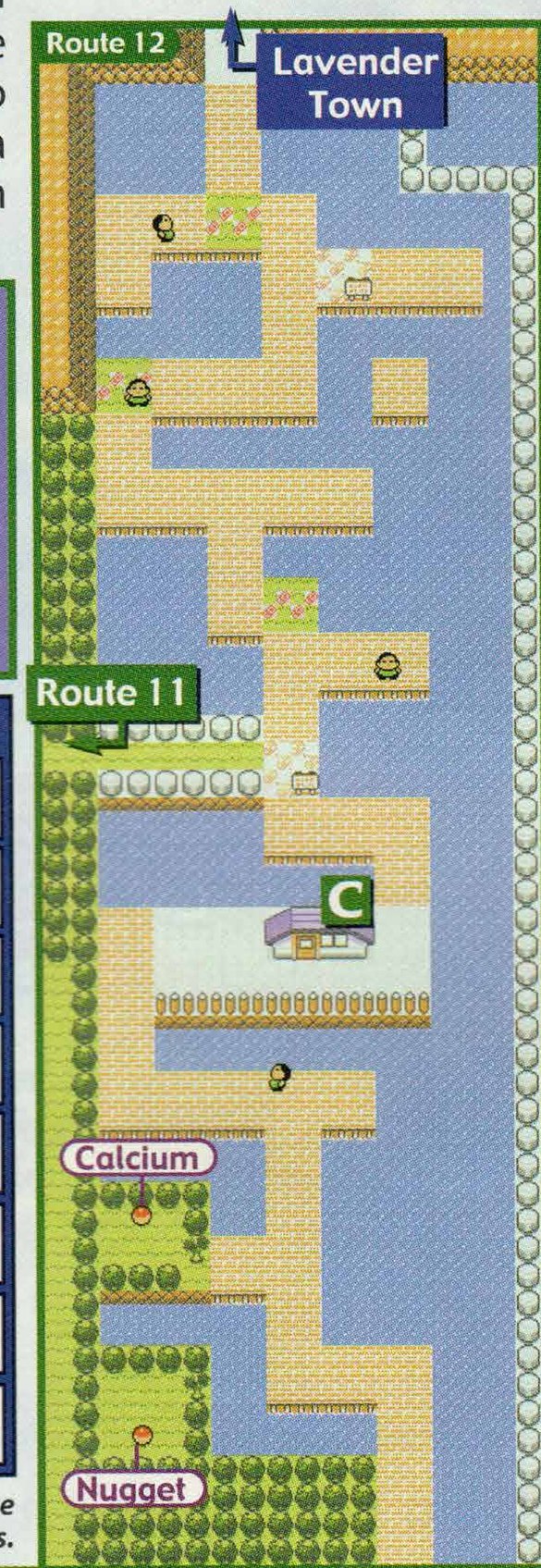
section J-16

# Route 12-15

## Catch a Chansey on the Way Back to Vermilion City

Once again, we'll take the long way back, and once again it's worth it. Routes 13-15 are the only places in the game you can catch a Chansey (see next page), and it's also where you'll finally get the Super Rod and some other neat things. There are a bunch of Trainers here, and we don't have space to list them. But at this point in the game, they shouldn't be giving you any trouble at all.




### A Trade for Aerodactyl

It's hard enough to catch one Chansey, but you may want to try for a pair. Trade the extra one to the girl who's searching the same grass patch for an Aerodactyl. It's the only way you'll get one in this version of the game.

### B Follow the Signs

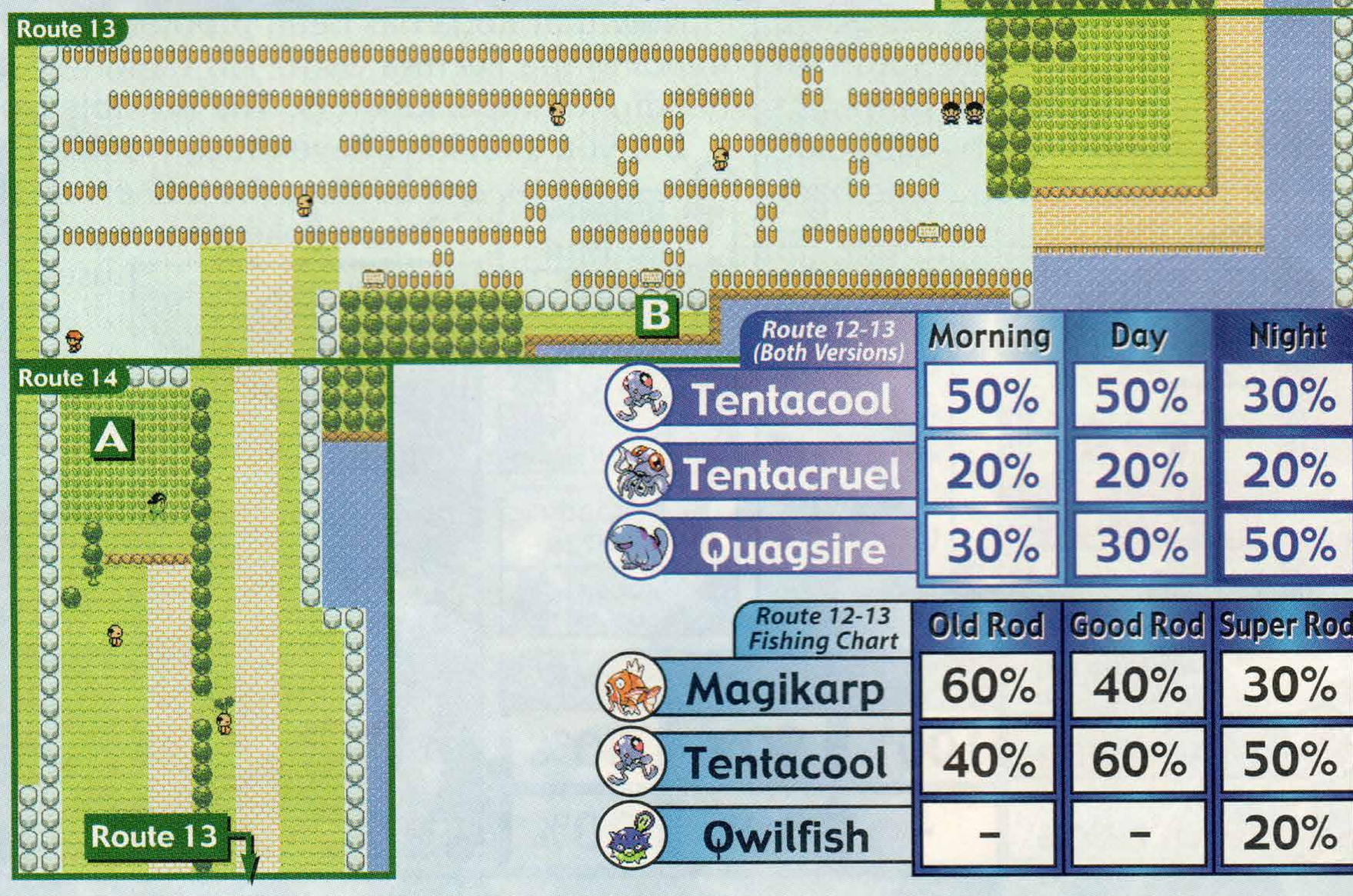
Follow the instructions on this sign, and it will lead you to the spot shown below, where you can search for a hidden **Calcium**.

| Route 13 | Morning | Day | Night |
|---|---|---|---|
| Pidgeotto | 20% | 20% | - |
| Hoppip | 25% | 25% | - |
| Nidorina | 25% | 25% | - |
| Nidorino | 25% | 25% | - |
| Chansey | 5% | 5% | 5% |
| Venomoth | - | - | 15% |
| Noctowl | - | - | 30% |
| Quagsire | - | - | 50% |

*Routes 14 and 15 contain basically the same Pokémon and appearance ratios, but with Venonat and Skiploom also appearing in some areas.*

### C The Super Rod

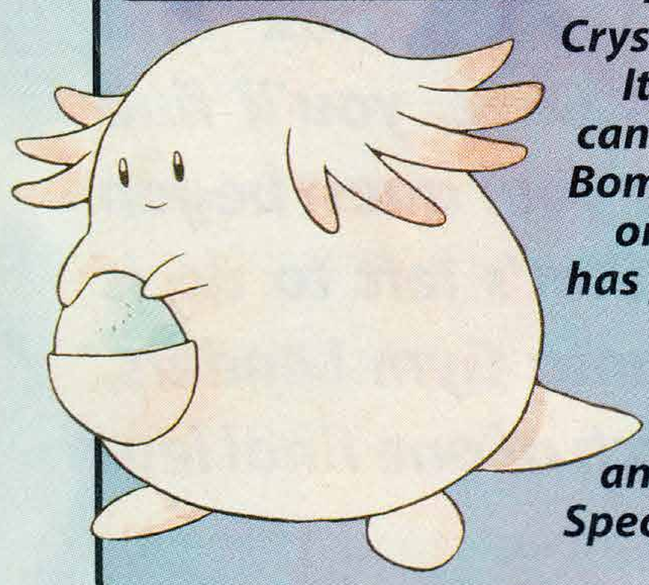
Say yes to this man's question, and he'll give you the **Super Rod**, the best rod in the game!




| Route 12-13 (Both Versions) | Morning | Day | Night |
|---|---|---|---|
| Tentacool | 50% | 50% | 30% |
| Tentacruel | 20% | 20% | 20% |
| Quagsire | 30% | 30% | 50% |

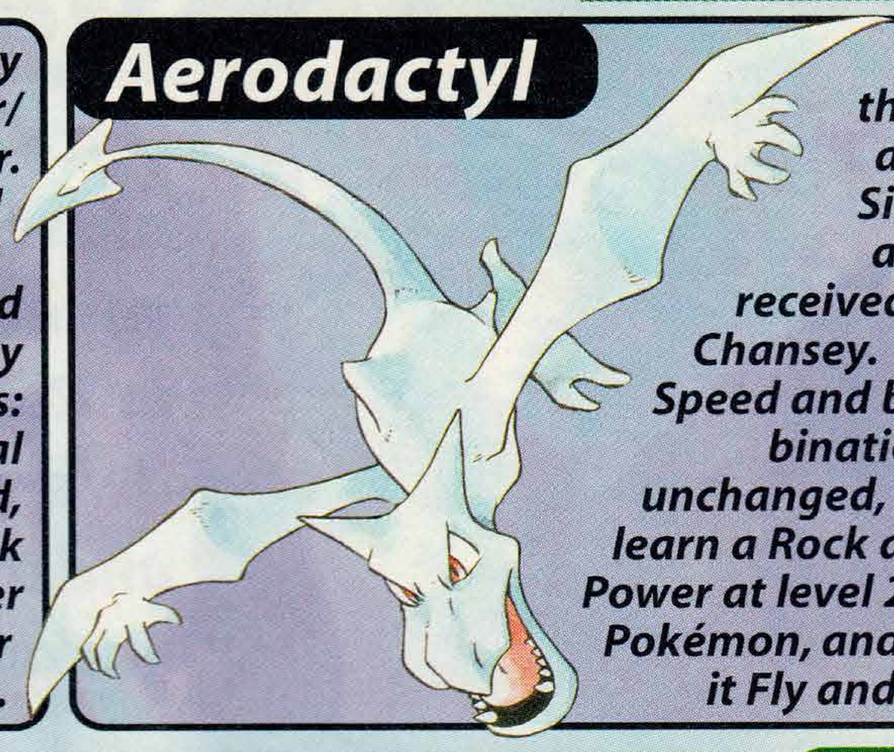
| Route 12-13 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 60% | 40% | 30% |
| Tentacool | 40% | 60% | 50% |
| Qwilfish | - | - | 20% |

## Chansey



*The ever-adorable Chansey is just as rare in Gold/Silver/Crystal, but now it's even better. It starts with Softboiled and can learn new attacks like Egg Bomb. It can also evolve, based on mood, into Blissey. Blissey has pretty much the same stats: a ton of HP, high Special Defense, moderate Speed, and zip in the way of Attack and Defense, but with a better Special Attack. It's still a healer first and foremost, though.*

## Aerodactyl

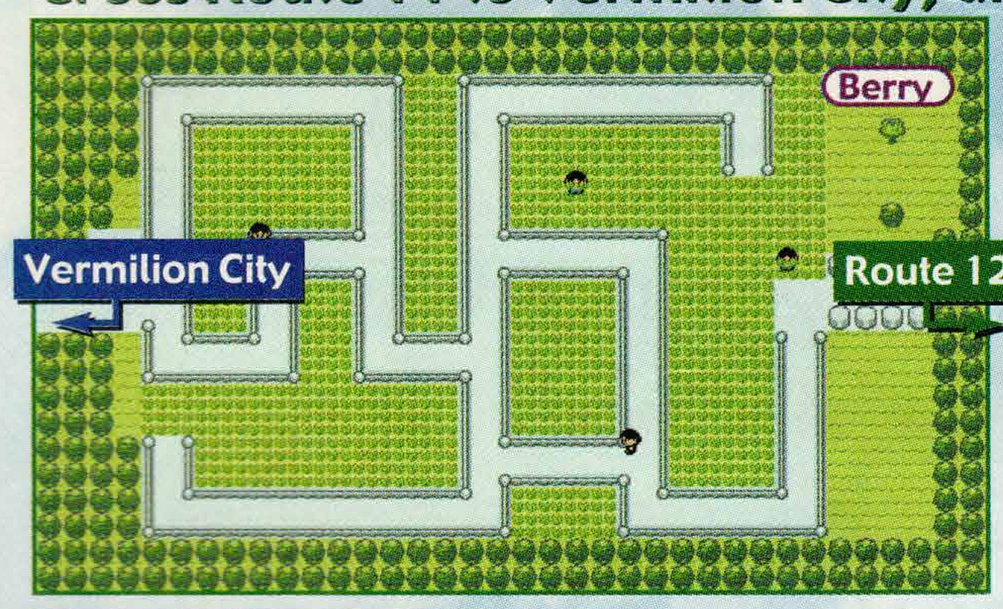


*Aerodactyl is the only fossil to appear in Gold, Silver or Crystal, and can only be received in a trade for Chansey. Its astounding Speed and beneficial combination of types are unchanged, and now it can learn a Rock attack (Ancient Power at level 29). It's a great Pokémon, and you can teach it Fly and travel in style.*

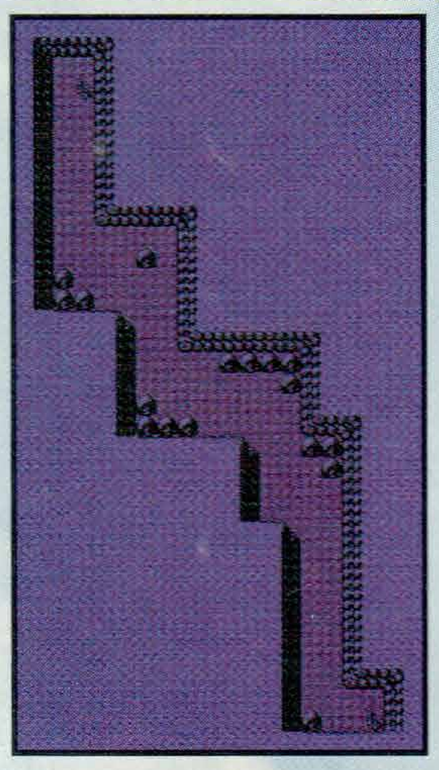
# ROUTE 11

section **J-17**

## Cross Route 11 to Vermilion City, and Wake the Sleeping Snorlax



You can heal up in Lavender if you need to, then head west through Route 11, the last unexplored stretch of East Kanto. Outside of a few easy trainers, there's nothing here. But at the end of the road (in Vermilion), you'll find that sleeping Snorlax.



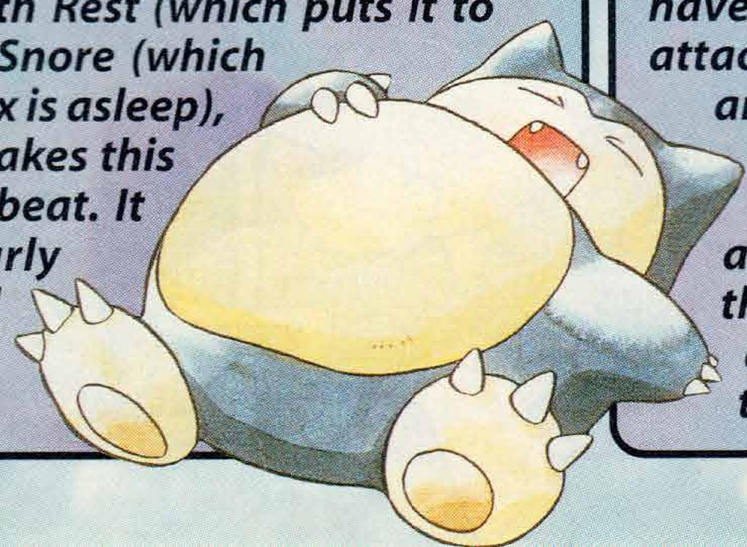
Tune your radio to the Pokémon Flute station, then press the A Button while you're standing next to Snorlax to wake it up. It's at level 50, and it constantly gains health back through equipped Leftovers (they're yours if you catch it). Be careful not to K.O. it or it's gone for good! Whittle down its health and use Heavy Balls if you have 'em. When Snorlax is out of your way, you'll be able to enter Diglett's Cave, the only route to West Kanto.

| Diglett's Cave | Morning | Day | Night |
|---|---|---|---|
| Diglett | 50% | 50% | - |
| Dugtrio | 20% | - | - |

| Route 11 | Morning | Day | Night |
|---|---|---|---|
| Hoppip | 20% | 20% | - |
| Pidgeotto | 10% | 10% | - |
| Rattata | 5% | 5% | - |
| Raticate | 40% | 40% | 5% |
| Magneton | 25% | 25% | 15% |
| Drowzee | - | - | 40% |
| Hypno | - | - | 5% |
| Meowth | - | - | 20% |
| Noctowl | - | - | 15% |

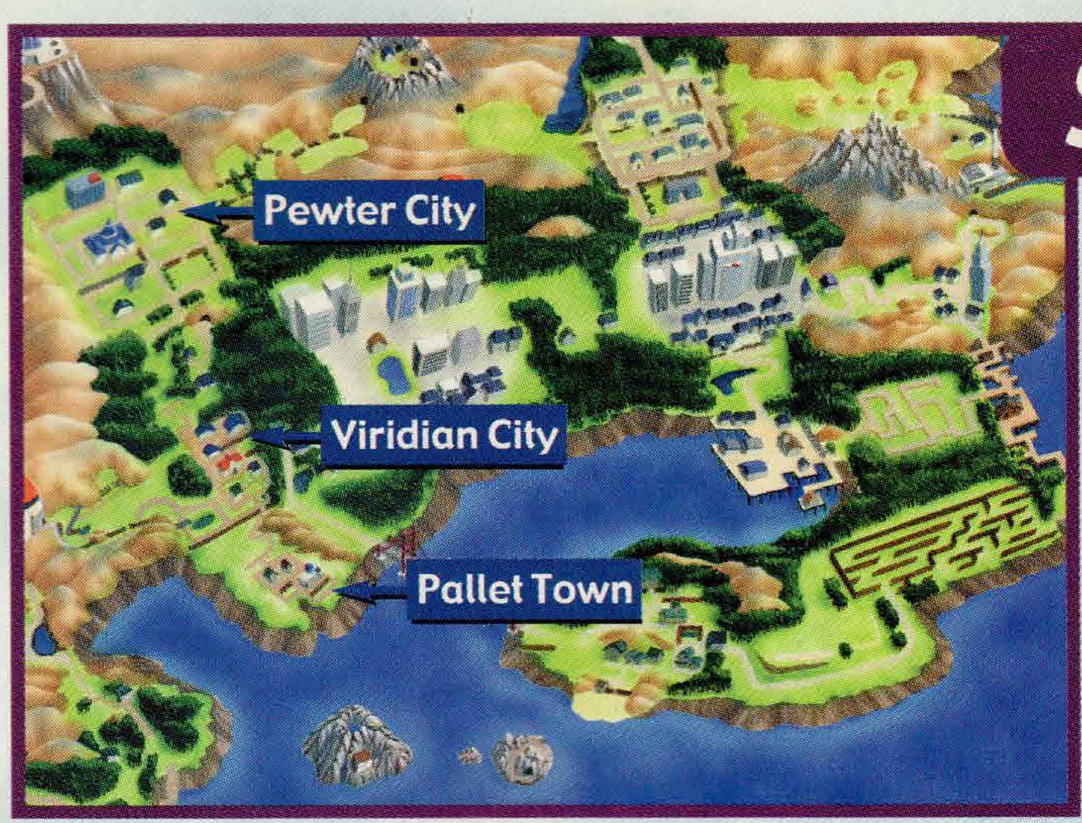
## Snorlax

*There's only one Snorlax in the game, and at level 50, it's only a few levels away from learning Hyper Beam, its best attack. Snorlax comes with Rest (which puts it to Sleep to refill its HP) and Snore (which does damage while Snorlax is asleep), a neat little combo that makes this high-HP Pokémon hard to beat. It has some interesting early moves, too, but you'll need to raise a new Snorlax from an egg to get them.*



## Diglett

*Speed wins battles, and if there's one thing Diglett and Dugtrio (its evolved form, at level 26) excel at, it's Speed. They have two new attacks: Magnitude (a Ground-type attack that does random damage) and Fissure (which K.O.'s instantly 30% of the time, like Guillotine). These new attacks make life rough for the Electric, Fire, Poison and Steel Pokémon of the world.*

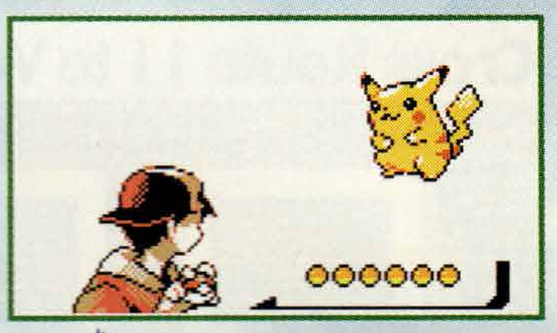



# SECTION K: WEST KANTO

***Once you've awoken the Snorlax and passed through Diglett's Cave, you'll find yourself in the area where your quest began in Red/Blue/Yellow. All that's left to do is defeat the final three Kanto Gym Leaders, and then head off in search of one final legendary trainer.***

section
## K-1 ROUTE 2

### A Catch a Pikachu (or Two)



Like most of the areas in West Kanto, the Pokémon here are very low level, and the Pikachu top out at level 4. So you'll need to grab a Pokémon with False Swipe from your PC in Pewter City (or use lots of Level Balls) if you want a Pikachu or anything else here. Pikachu appear fairly infrequently, so you'll need to put some time into catching one. If you don't have a Pokémon with False Swipe, use low-level Pokémon so you don't risk knocking it out.

### B Get a Free Nugget

This recluse is so happy to get visitors that he'll give you a ₽5000 Nugget just for dropping by. Item hunters should also use the Item Finder to carefully scour the maze of bushes in the west.

| ROUTE 2 | Morning | Day | Night |
|---|---|---|---|
| Ledyba | 40% | - | - |
| Ledian | 10% | - | - |
| Pidgey | 10% | 50% | - |
| Caterpie | 25% | 25% | - |
| Butterfree | 5% | 5% | - |
| Pikachu | 10% | 10% | - |
| Pidgeotto | - | 10% | - |
| Spinarak | - | - | 40% |
| Ariados | - | - | 10% |
| Hoothoot | - | - | 40% |
| Noctowl | - | - | 10% |

### Pikachu

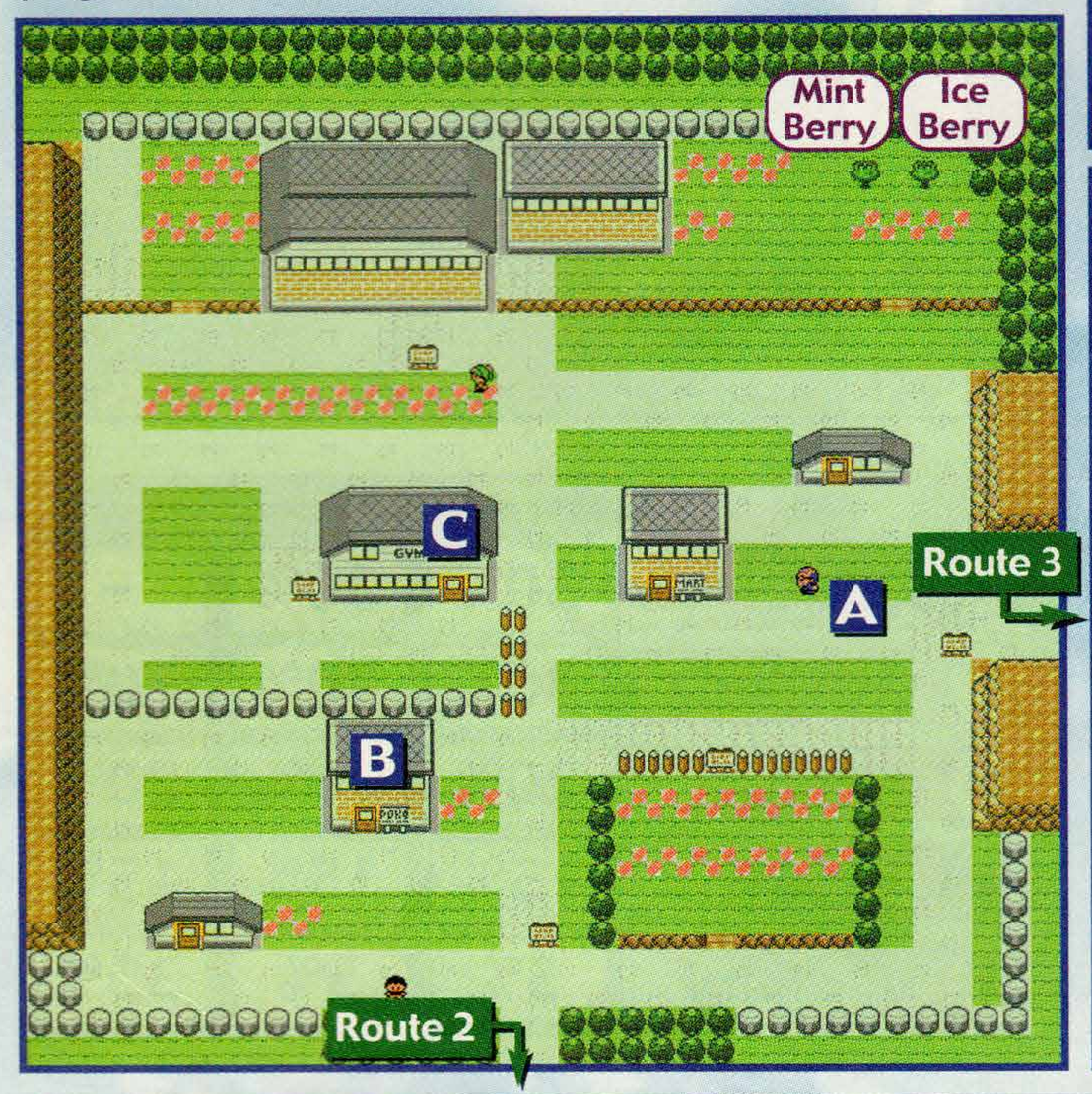
***About time! Outside of the Celadon Casino, this is the first, last, and only place Pikachu appear in Pokémon Crystal. It's actually a little bit easier to catch than it was in Gold and Silver, so you shouldn't have too much trouble getting a breeding female. Mate it, and you'll get the new Pokémon Pichu (It's not that great, but it's cute). As for Pikachu itself, it is basically unchanged from its more powerful Yellow version.***

# PEWTER CITY

section **K-2**

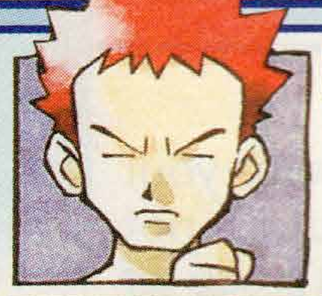
## A Get the Silver Wing

Wow! This weird old guy will hand you the **Silver Wing** just for talking to him. Now you can go get a level 60 Lugia from the Whirl Islands at your leisure. This area is covered in detail on page 100.




## B Pewter City Trader

Want to Trade a Haunter for a Xatu? There isn't much reason to, since you can easily catch and evolve a wild Natu at the Ruins of Alph. But if you have an extra Haunter lying around, go for it.



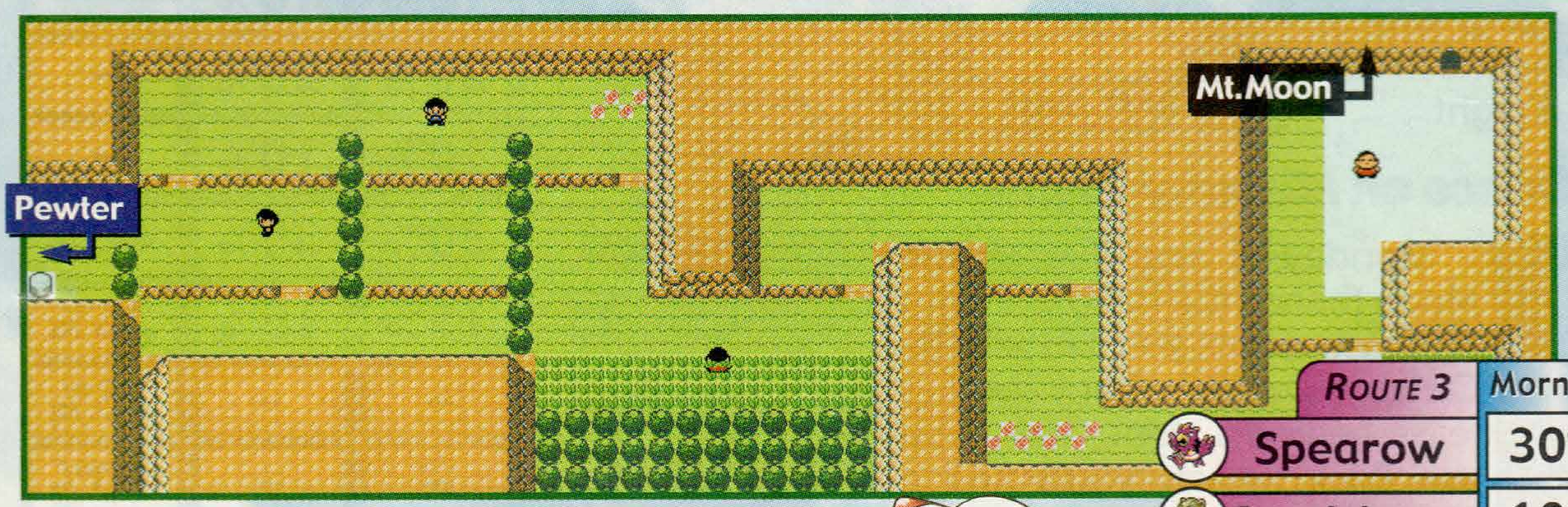
## C Battle Brock for the Boulder Badge

Good old Brock has only a single disciple and a stable of easily beaten Pokémon. One good Grass Pokémon can take all five, but a mix of Water and Electric (for Omastar and Kabutops) will do the trick too.

| | |
|---|---|
| 1 Jerry ₽740 | |
| Sandslash | Level 37 |
| 2 Brock ₽4200 | |
| Graveler | Level 41 |
| Omastar | Level 42 |
| Rhyhorn | Level 41 |
| Onix | Level 44 |
| Kabutops | Level 42 |

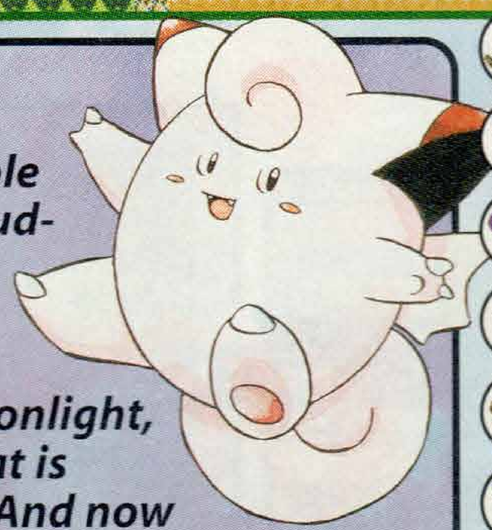
# ROUTE 3

section **K-3**




There's nothing to do here except catch a Clefairy and battle a few easy junior trainers. You'll note the Pokémon Center near the entrance to Mt. Moon has closed, but it's such an easy area now that you won't miss it.

### Clefairy



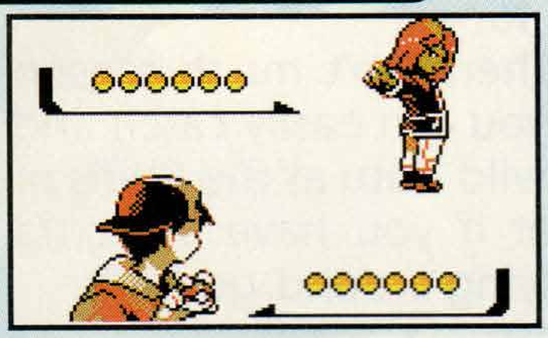
*Clefairy has a couple of new moves, including level 4's Encore (which repeats your opponent's last move) and Moonlight, a healing move that is stronger at night. And now they can lay an egg containing a new Pokémon, Cleffa.*

| ROUTE 3 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 30% | 10% | - |
| Sandshrew | 10% | 10% | - |
| Ekans | 15% | 15% | - |
| Arbok | 10% | 10% | - |
| Rattata | 20% | 40% | 70% |
| Raticate | 15% | 15% | 20% |
| Zubat | - | - | 5% |
| Clefairy | - | - | 5% |

section

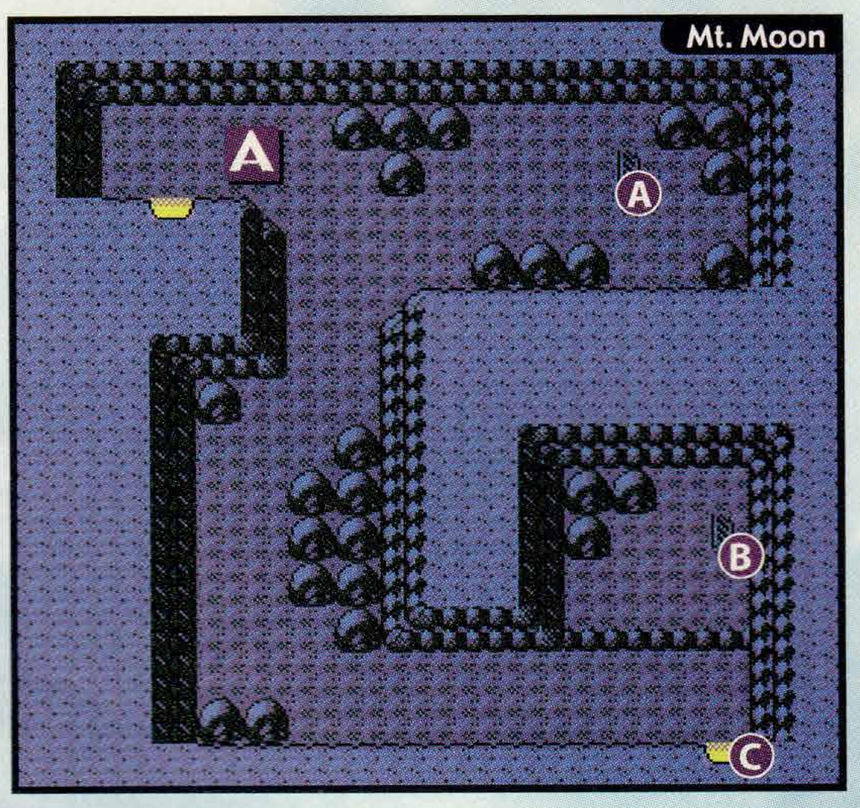
# K-4 Mt. Moon/Route 4

## A Your Rival's Final Ambush

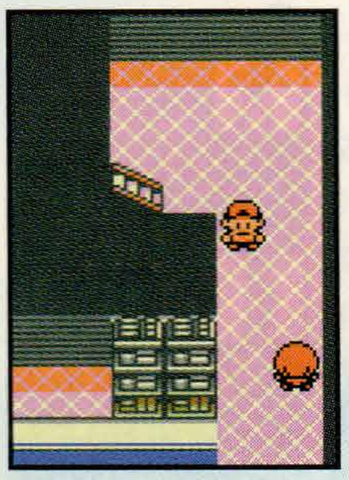


This is the last forced battle with your rival, but it should be one of the easiest. His Pokémon are all in the low 40's, and are nothing a strong, well-prepared team can't handle. Note his cool final battle pose!

| Rival ₽4500 | |
|---|---|
| Sneasel Level 41 | |
| (Starter) Level 45 | ? |
| Magneton Level 41 | |
| Golbat Level 42 | |
| Gengar Level 43 | |
| Alakazam Level 43 | |




## What's Next for Your Rival?



After beating him here, your Rival runs off to sulk. But it's not necessarily the last you'll see of him... To fight him again, go to the Indigo Plateau on Mondays and Wednesdays, and he'll be waiting near the stairs (his Pokémon are level 45-50). On Tuesday and Thursday you can find him pondering deeper matters in Blackthorn's Dragon Den. But he will not attack you there.

| Mt. Moon | Morning | Day | Night |
|---|---|---|---|
| Sandshrew | 30% | 30% | - |
| Geodude | 30% | 30% | 30% |
| Zubat | 20% | 20% | 20% |
| Paras | 15% | 15% | 15% |
| Clefairy | 5% | 5% | 35% |

## B The Souvenir Shop

Poké Dolls are kind of pointless, but we like this shop a lot. You can buy Lemonade here in large quantities, instead of one at a time at the Goldenrod vending machines. The store isn't open at night.

| Souvenir Shop | |
|---|---|
| POKé DOLL | 1000 |
| FRESH WATER | 200 |
| SODA POP | 300 |
| LEMONADE | 350 |
| REPEL | 350 |
| PORTRAIT MAIL | 50 |

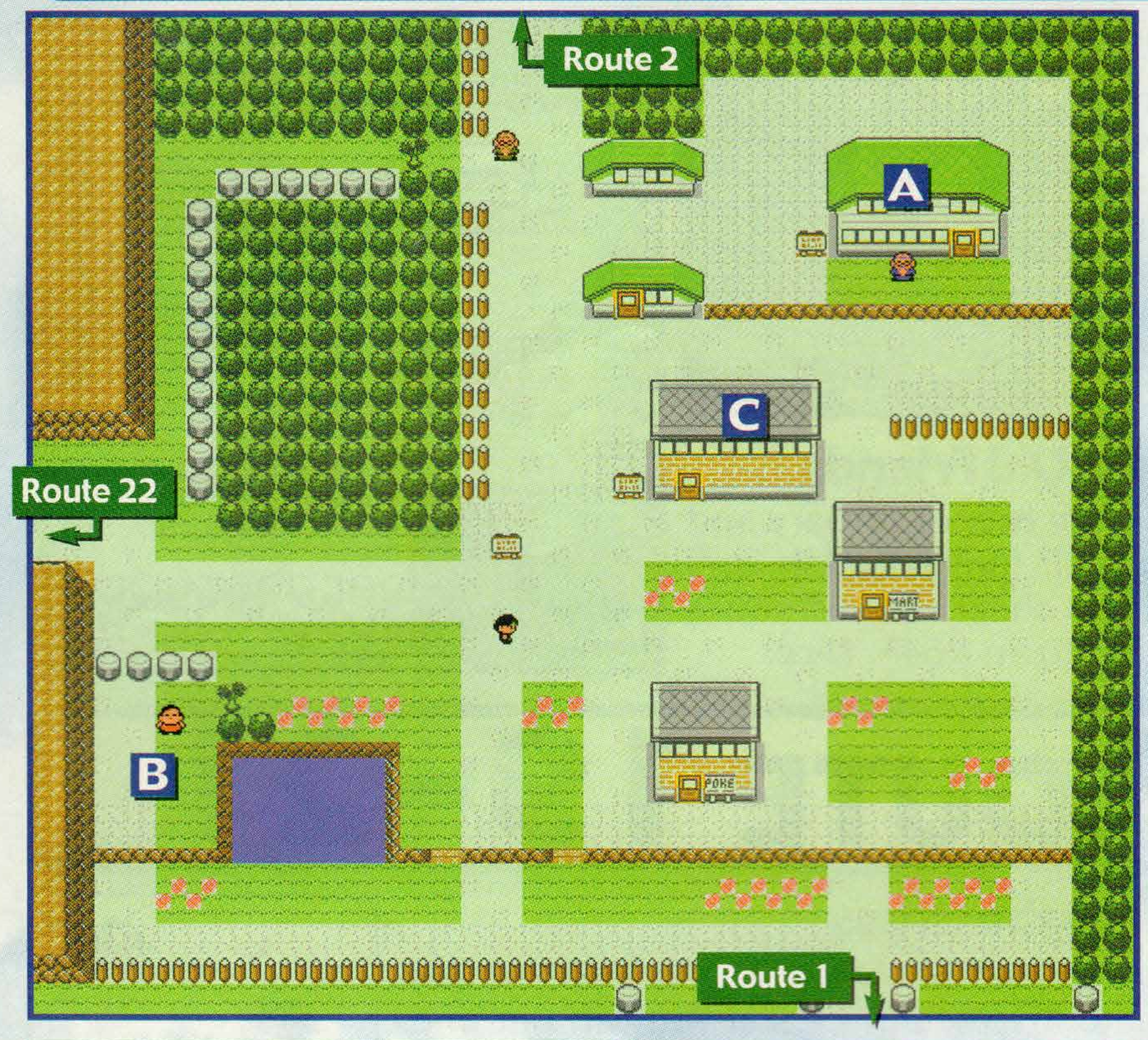
| Route 4 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 15% | 15% | - |
| Sandshrew | 10% | 10% | - |
| Ekans | 20% | 20% | - |
| Arbok | 10% | 10% | - |
| Rattata | 30% | 30% | 40% |
| Raticate | 15% | 15% | 25% |
| Zubat | - | - | 25% |
| Clefairy | - | - | 10% |

## C The Clefairy Dance on Monday Nights

Monday is the day of the Moon (hence the "Mon"), and it's on those nights you can see the Clefairy Dance. They always leave behind a stone, and if you use Rock Smash, you'll find a **Moon Stone** beneath.

# VIRIDIAN CITY

section **K-5**

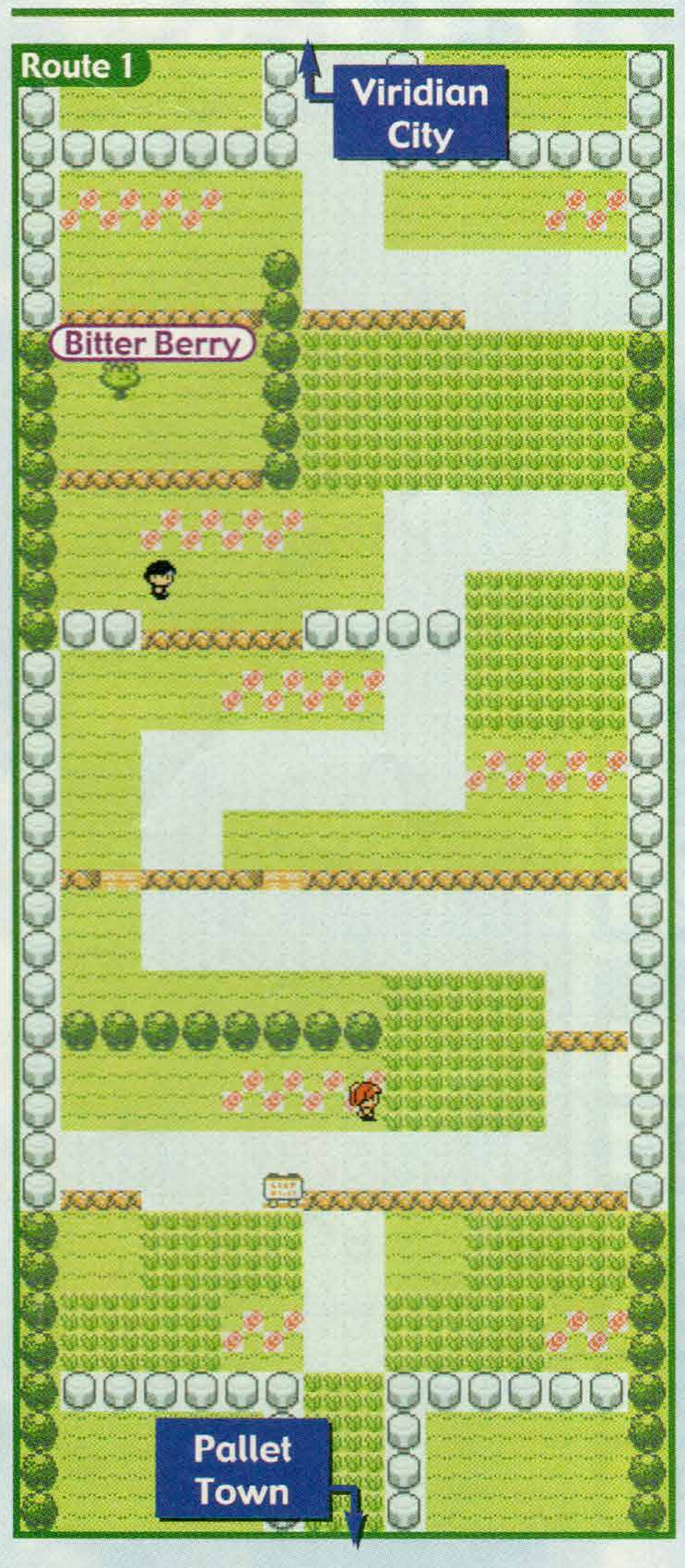



## A Where is the Gym Leader?

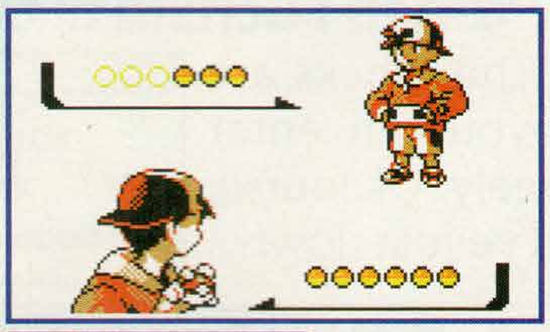
If Giovanni has left Kanto for good, who's in charge of the Viridian City Gym? Someone has taken the reins, but they aren't around right now.

## B Get TM 42 (Dream Eater)

As in the last version, this guy will hand over **TM 42** if you Cut or Surf over to him. Dream Eater is a strong attack that only works when its target is asleep.

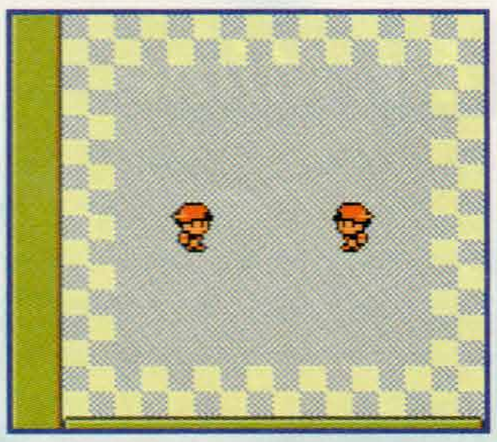



## C The One-on-One Trainer House



| | |
|---|---|
| Cal | ₽5000 |
| Meganium | Level 50 |
| Typhlosion | Level 50 |
| Feraligatr | Level 50 |

This new Viridian City fixture allows you to battle a visiting trainer once a day. Don't be surprised if this "visiting trainer" is someone you know... The game swipes the name and Pokémon roster of the last person you used "Mystery Gift" with. Imagine... Someone out there could be fighting you and your Pokémon right this very minute. How disturbing! If you haven't ever used the "Mystery Gift" option, you'll end up battling the guy on the left.



# ROUTE 1

section **K-6**

| Route 1 | Morning | Day | Night |
|---|---|---|---|
| Pidgey | 40% | 40% | - |
| Sentret | 15% | 15% | - |
| Furret | 15% | 15% | - |
| Rattata | 30% | 30% | 35% |
| Raticate | - | - | 5% |
| Hoothoot | - | - | 60% |

Route 1 is another small area with nothing to offer except memories of past adventures. Head south, dodging two easy trainers, to get to Pallet Town and what remains of Cinnabar.

section K-7

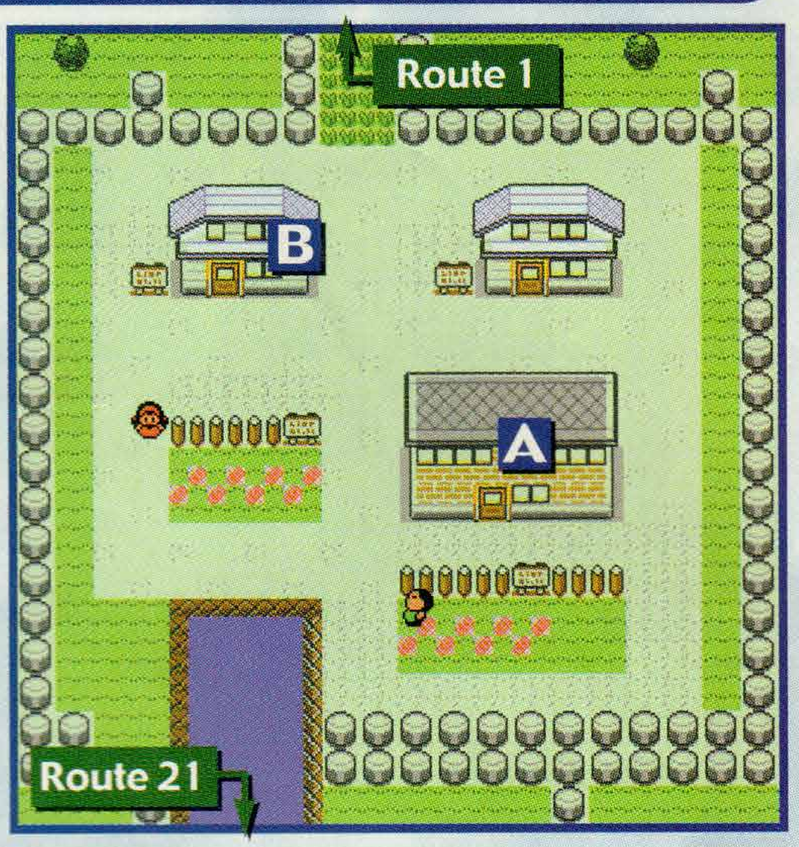
# Pallet Town

## A Pay Professor Oak a Visit

Professor Elm has e-mailed Professor Oak about your arrival (you can read the letter on his computer), and he's eager to speak with you again. Make sure to visit again when you've earned all the Badges.

## B Drop by Some Old Friends

You can also visit the homes of Gary and Ash, and speak to their families. Ash isn't around, but a quick check of his room reveals he's upgraded to an N64®. Nice.

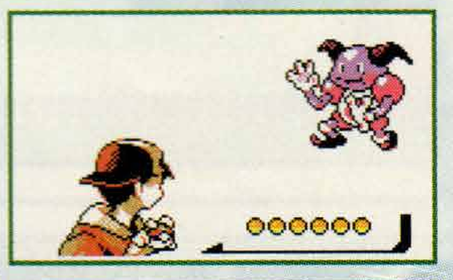


section K-8

# Route 19-21

## A Catch Mr. Mime in the Grass

Since you can no longer win Mr. Mime at the Celadon City Game Corner, this is the only place in Crystal you can get one. They're fairly rare, but you'll get one if you stick with it.

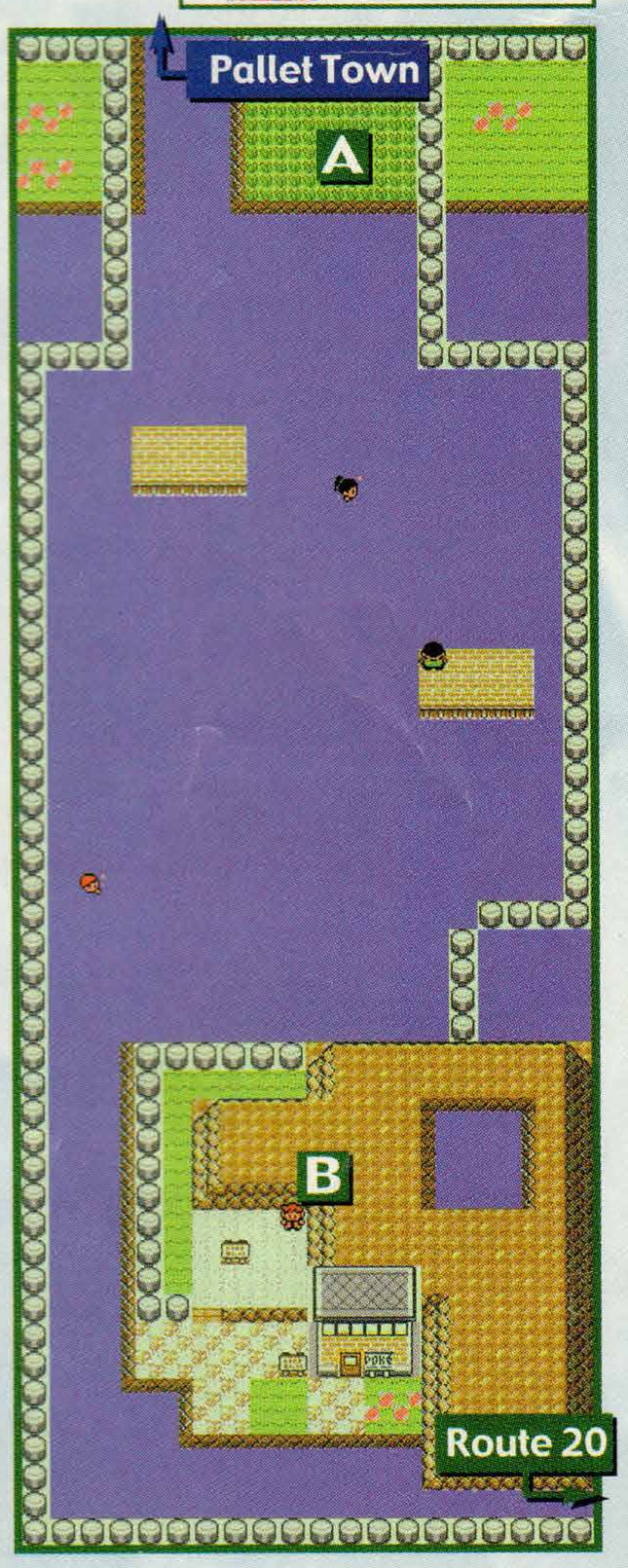


## B The Missing Gym Leader

The Viridian City Gym leader is... Blue? After talking here, he'll move back to the Gym, where you can find him after beating Blaine.

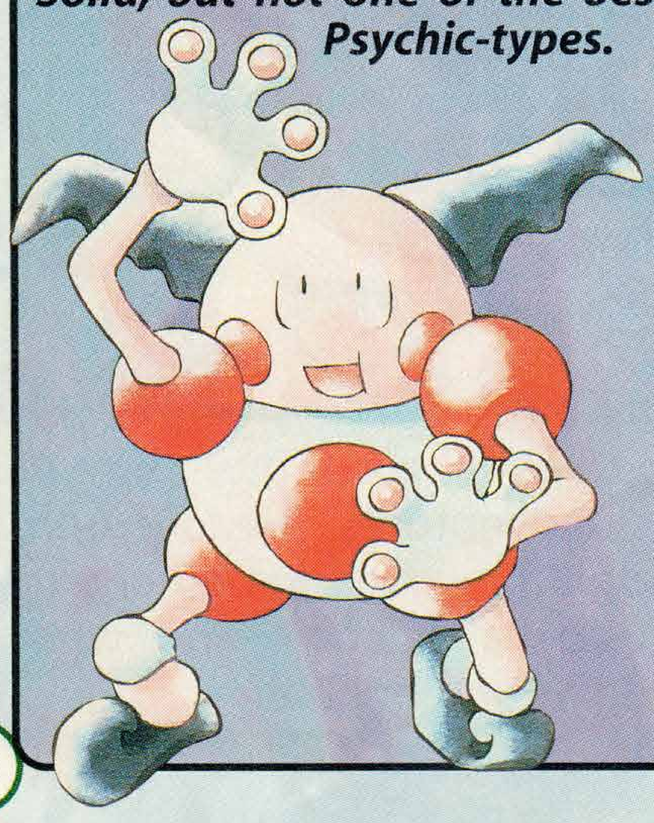
## C The Path to Fuchsia is Clear!

Ta da! The blocks are gone, so you can enter Fuchsia freely. Of course, you could've just flown...




### Mr. Mime

***The Gold/Silver/Crystal Mr. Mime has a bunch of new moves, including Psybeam and Encore. But most of its techniques are defensive in nature, and that's a strategy that tends not to be too effective. Solid, but not one of the best Psychic-types.***



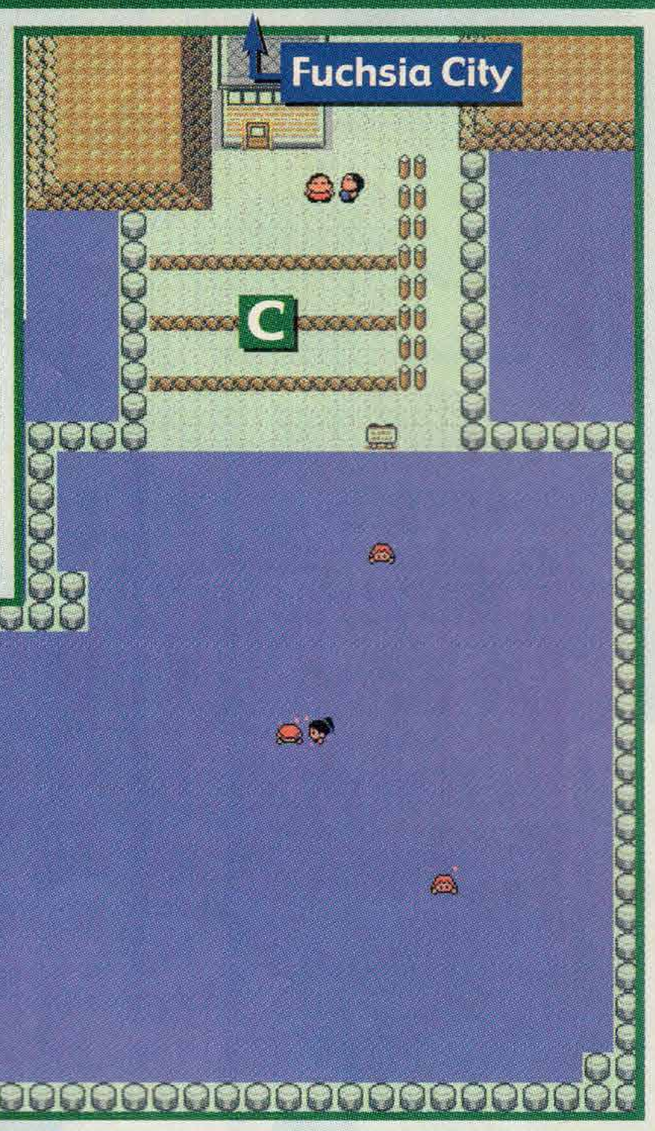
| Route 19-21 Land/Sea | Morning | Day | Night |
|---|---|---|---|
| Mr. Mime | 10% | 10% | - |
| Tangela | 50% | 50% | 50% |
| Rattata | 20% | 20% | 30% |
| Raticate | 20% | 20% | 20% |
| Tentacool | 80% | 80% | 80% |
| Tentacruel | 20% | 20% | 20% |

| Route 20-21 Fishing Chart | Old Rod | Good Rod | Super Rod |
|---|---|---|---|
| Magikarp | 60% | 40% | - |
| Shellder | - | 15% | 30% |
| Tentacool | 40% | 25% | - |
| Tentacruel | - | - | 10% |
| Chinchou | - | 20% | 50% |
| Lanturn | - | - | 10% |

## D Battle Blaine for the Volcano Badge

Poor Blaine doesn't even have a town anymore, much less a Gym or disciples. So seek him out in this small cave, attack him with a handful of Water Pokémon (or anything that knows Surf) and put him out of his misery.

| Blaine ₽5000 | |
|---|---|
| Magcargo Level 45 | |
| Rapidash Level 50 | |
| Magmar Level 45 | |



## Back to Viridian for the Earth Badge

Blue is the final Gym leader, and he's definitely the toughest of the bunch. His Pokémon don't follow any easy theme (they're the same ones he had in Red/Blue, minus the starter), so you'll need a strong and varied party to beat him, including Electric, Fire, Water and Dark Pokémon. It's the same team you'll want for the final battle, so get them some EXP here!

| Blue ₽5800 | |
|---|---|
| Pidgeot Level 56 | |
| Rhydon Level 56 | |
| Alakazam Level 54 | |
| Gyarados Level 58 | |
| Arcanine Level 58 | |
| Exeggutor Level 58 | |

## Get A Free HP Up

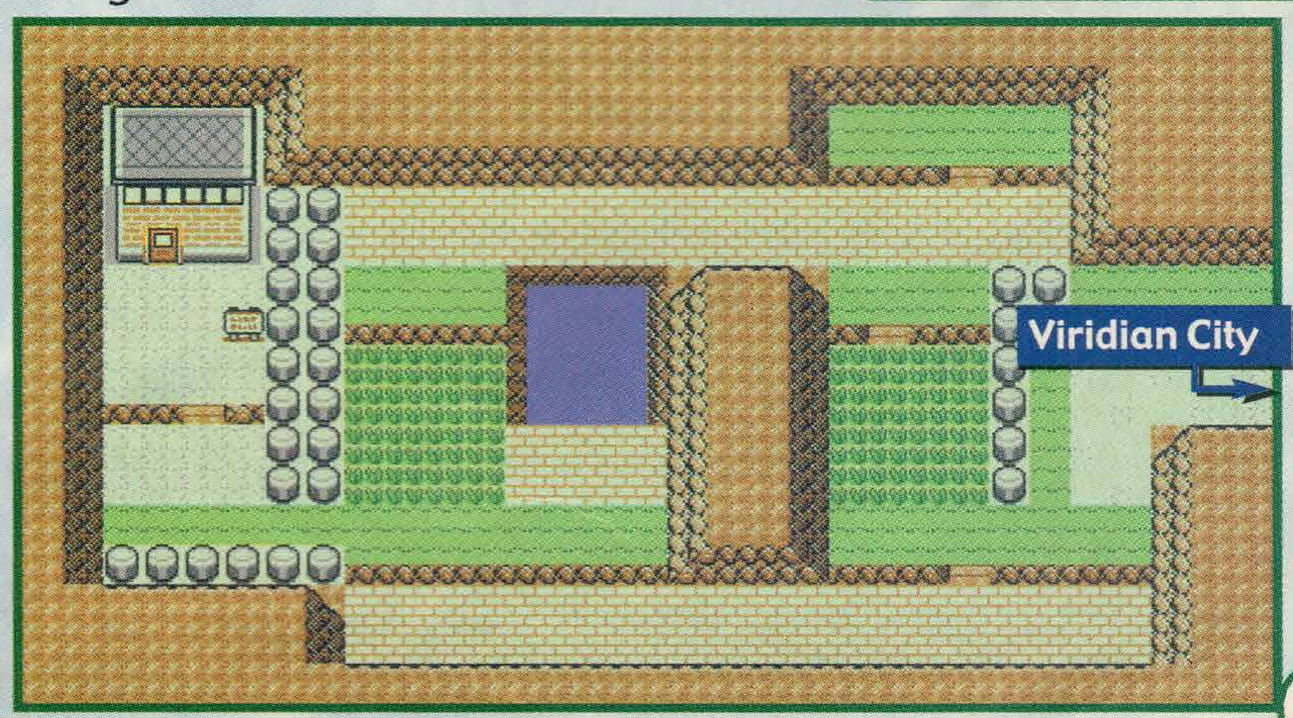
Remember this guy, in Vermilion City? Talk to him now for that free **HP Up**!

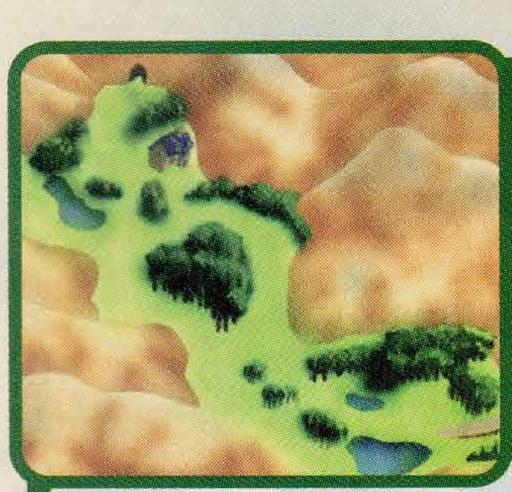
# ROUTE 22

section **K-9**

You've been just about everywhere on the map, but your quest isn't over yet. Speak to Professor Oak, and he'll tell you of a location that isn't *on* the map: Mt. Silver. You can get there from the crossroad between Route 26 and Victory Road. To get back there, just head west from Viridian City, and cut through Route 22. The Pokémon here are pushovers, but they're about to get a *lot* harder...

| Route 22 | Morning | Day | Night |
|---|---|---|---|
| Spearow | 50% | 50% | - |
| Fearow | 5% | 5% | - |
| Doduo | 15% | 15% | - |
| Ponyta | 10% | 10% | - |
| Rattata | 20% | 20% | 80% |
| Poliwag | - | - | 20% |



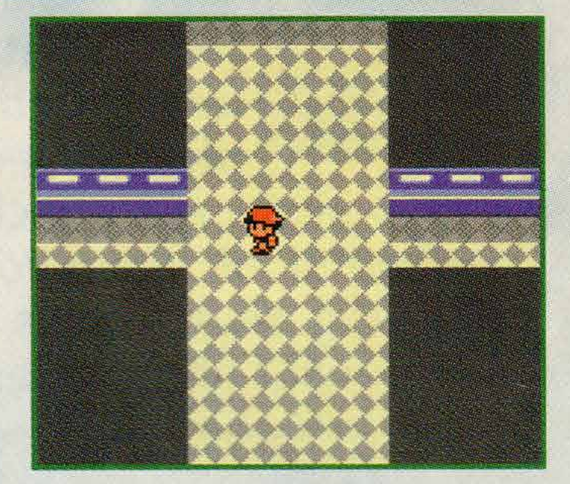


section

# K-10 ROUTE 28

## A No More Guards!

The two men that used to block these paths are gone, so you can now travel straight through (to the West) from Route 22 to Route 28, where the entrance to Mt. Silver lies. This area has its own Pokémon Center, so you can pack light.



| Route 43 | Morning | Day | Night |
|---|---|---|---|
| Arbok | 15% | 15% | - |
| Ponyta | 20% | 20% | - |
| Rapidash | 15% | 15% | - |
| Doduo | 15% | 15% | - |
| Dodrio | 5% | 5% | - |
| Tangela | 30% | 30% | 30% |
| Golbat | - | - | 30% |
| Poliwhirl | - | - | 40% |

## B The Celebrity Recluse

This woman is so concerned about her privacy that she'll bribe you with **TM 47** (Steel Wing) to buy your silence. It's a nice Steel attack that most winged Pokémon can learn, so we'll keep quiet.

## C A Hidden Rare Candy

You can always use more **Rare Candy**, especially considering what's ahead. Pick up a freebie here before you enter Mt. Silver.

section

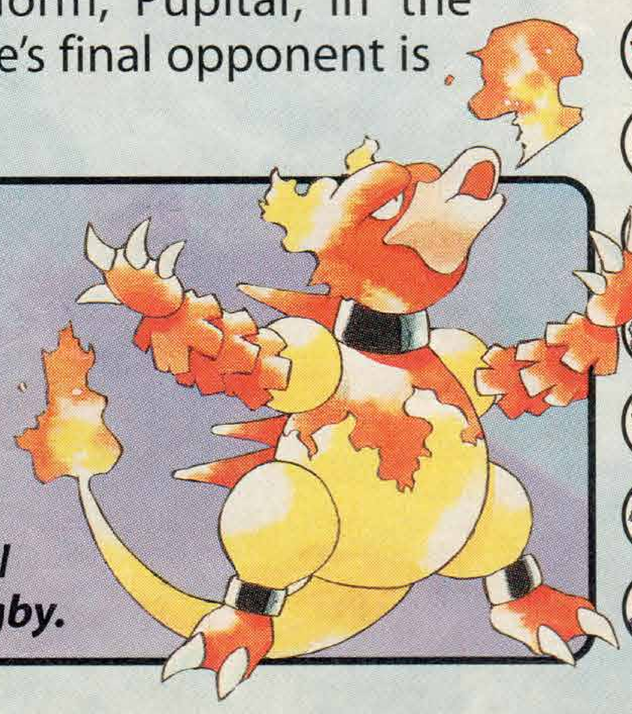
# K-11 MT. SILVER

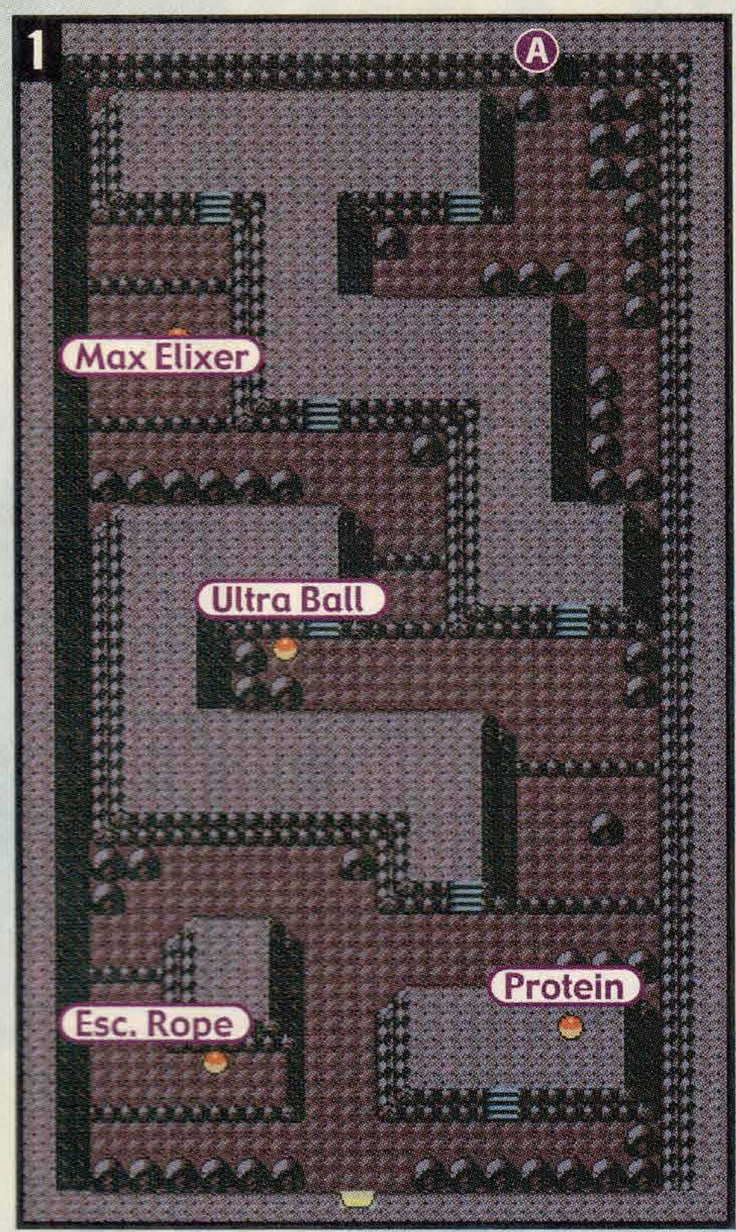
Mount Silver is a little bit more interesting in the Crystal version. Larvitar is now much easier to catch (good news if you saved your coins at the Celadon Game Center), and you may even run into its very rare 2nd-stage form, Pupitar, in the area's final room (where the game's final opponent is waiting for you).

| Mt. Silver 1 | Morning | Day | Night |
|---|---|---|---|
| Magmar | 10% | 10% | - |
| Larvitar | 5% | 5% | - |
| Ursaring | 40% | 40% | - |
| Onix | 20% | 20% | 20% |
| Graveler | 20% | 20% | 20% |
| Golbat | 5% | 5% | 50% |
| Golduck | - | - | 10% |

### Magmar

***You used to be able to catch Magmar way back in the Burned Tower. Now you can't get it till the very end of the game, when it isn't likely to be of much use. Of course, you can always take it to the Day-Care, and hopefully you'll end up with a bouncing baby Magby.***

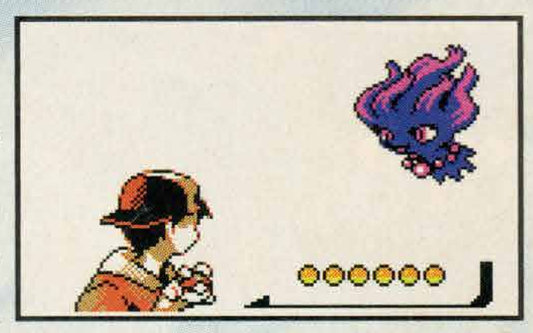





## Misdreavus

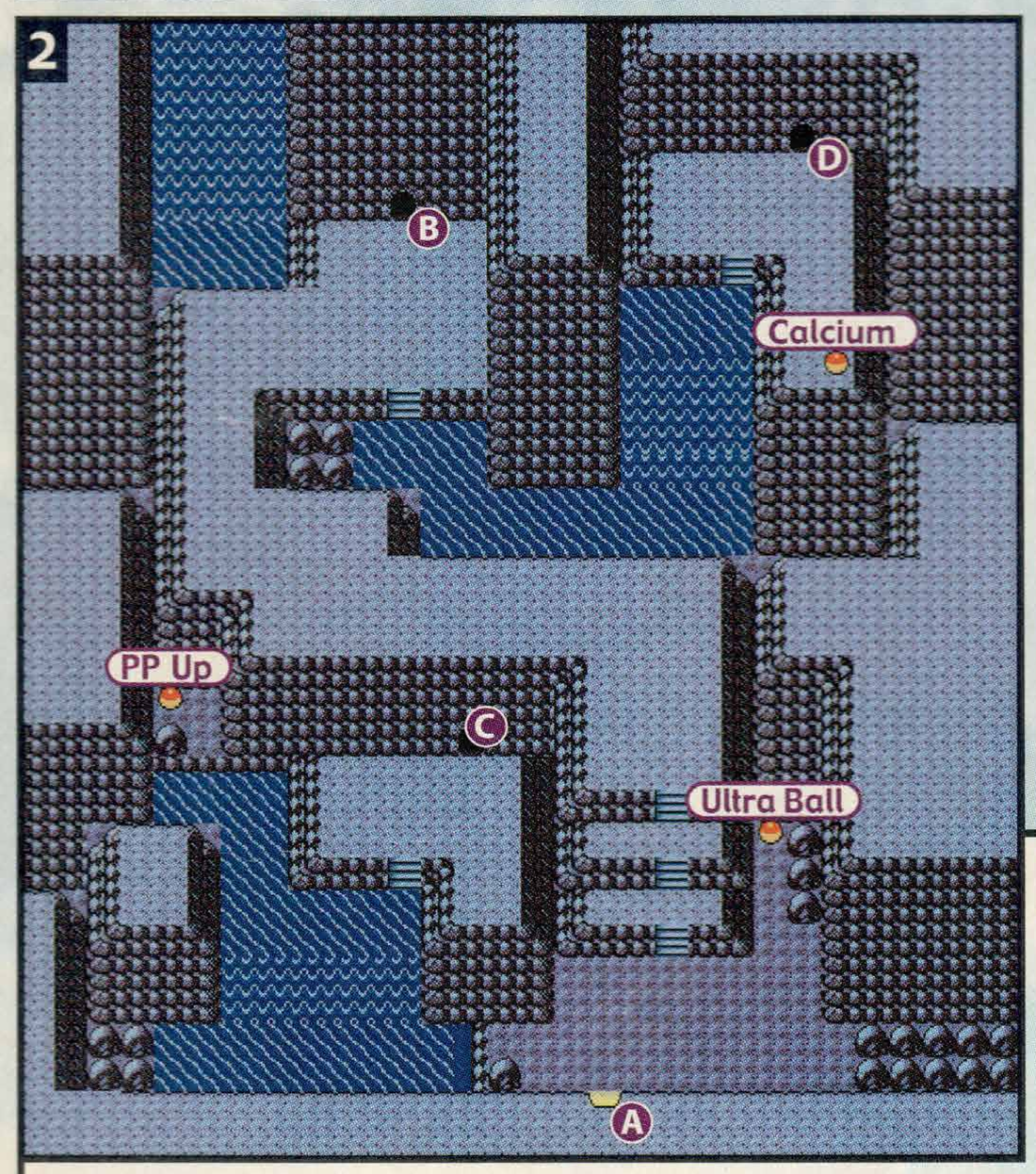
*Misdreavus is the series' first pure Ghost, which means it's pretty darn good against everything but Dark Pokémon. At level 45, it will already know Pain Split, a great technique that divvies up the life totals between you and your opponent– so if you're about to get K.O.'ed and they're at full health, you gain HP and do a ton of damage! Nice.*

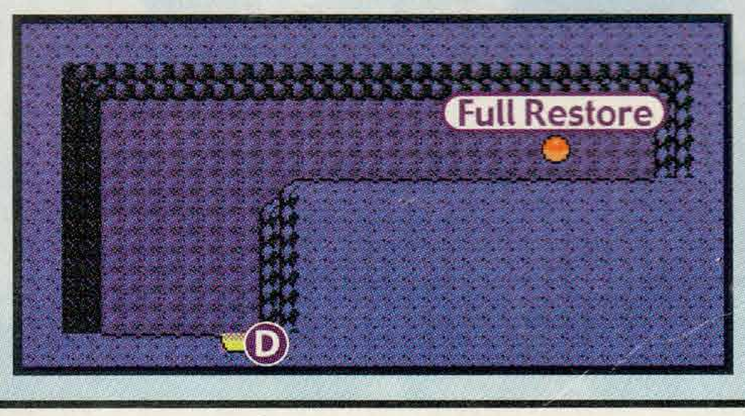
| MT. SILVER 2 | Morning | Day | Night |
|---|---|---|---|
| Larvitar | 5% | 5% | - |
| Machoke | 40% | 40% | - |
| Ursaring | 20% | 20% | - |
| Golbat | 20% | 20% | 50% |
| Parasect | 15% | 15% | 15% |
| Misdreavus | - | - | 5% |
| Golduck | - | - | 30% |



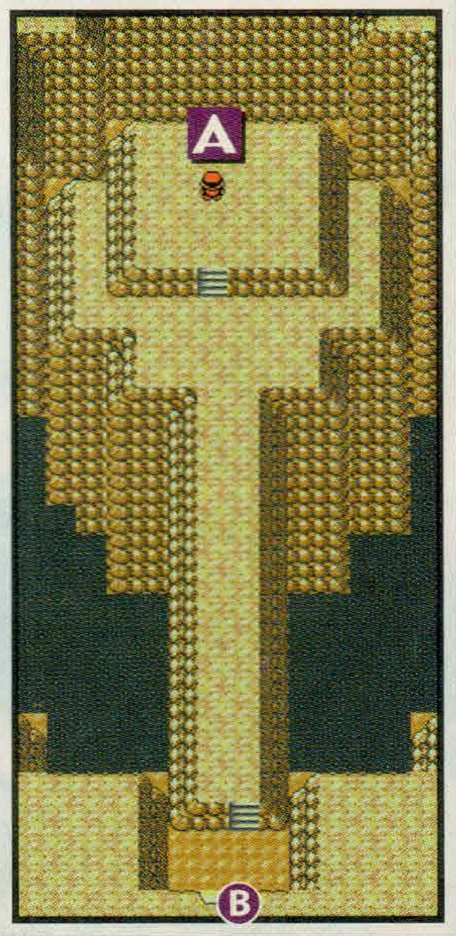
In addition to Pupitar, this area marks the debut of Magmar (finally!) and Misdreavus, the last new wild Pokémon in Crystal. Misdreavus lurk only in the second area (with the waterfalls), and only at night, so plan appropriately.

Speaking of Waterfall, you'll need to bring a Pokémon with that skill to get to the two items in rooms C and D, as well as the new **Calcium** and **PP Up** that have been added in the Crystal version. You can get another hot new item, **Protein**, right when you come in the door. That should come in handy before the final battle.

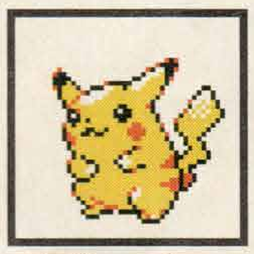




## A Your Final Opponent




You'll need a good party with at least a few level 50+ Pokémon to stand a chance here. I love Houndoom, since it beats Espeon and Venusaur and its type resistances allow it to stall against Espeon and Charizard while you can heal your wounded. Bring a Fighter for the surprise Snorlax (or a Ghost; Misdreavus learns Perish Song at level 46, and there's nothing Snorlax can do to stop it), and your best Water and Electric Pokémon. Thunder-hurling Pikachu may be his strongest Pokémon, so start with a Ground-type if you have a good one!



*Pikachu*
*Level 81*

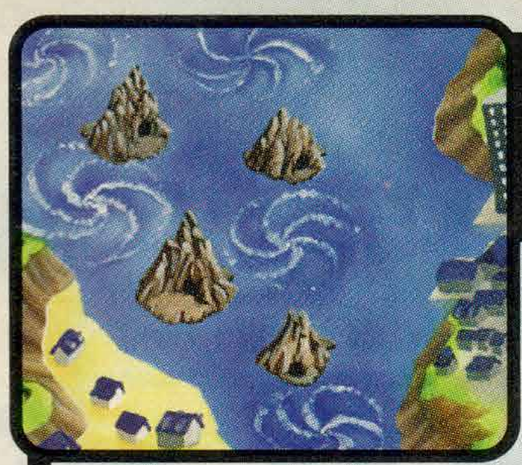
*Blastoise*
*Level 77*

*Espeon*
*Level 73*

*Snorlax*
*Level 75*

*Charizard*
*Level 77*

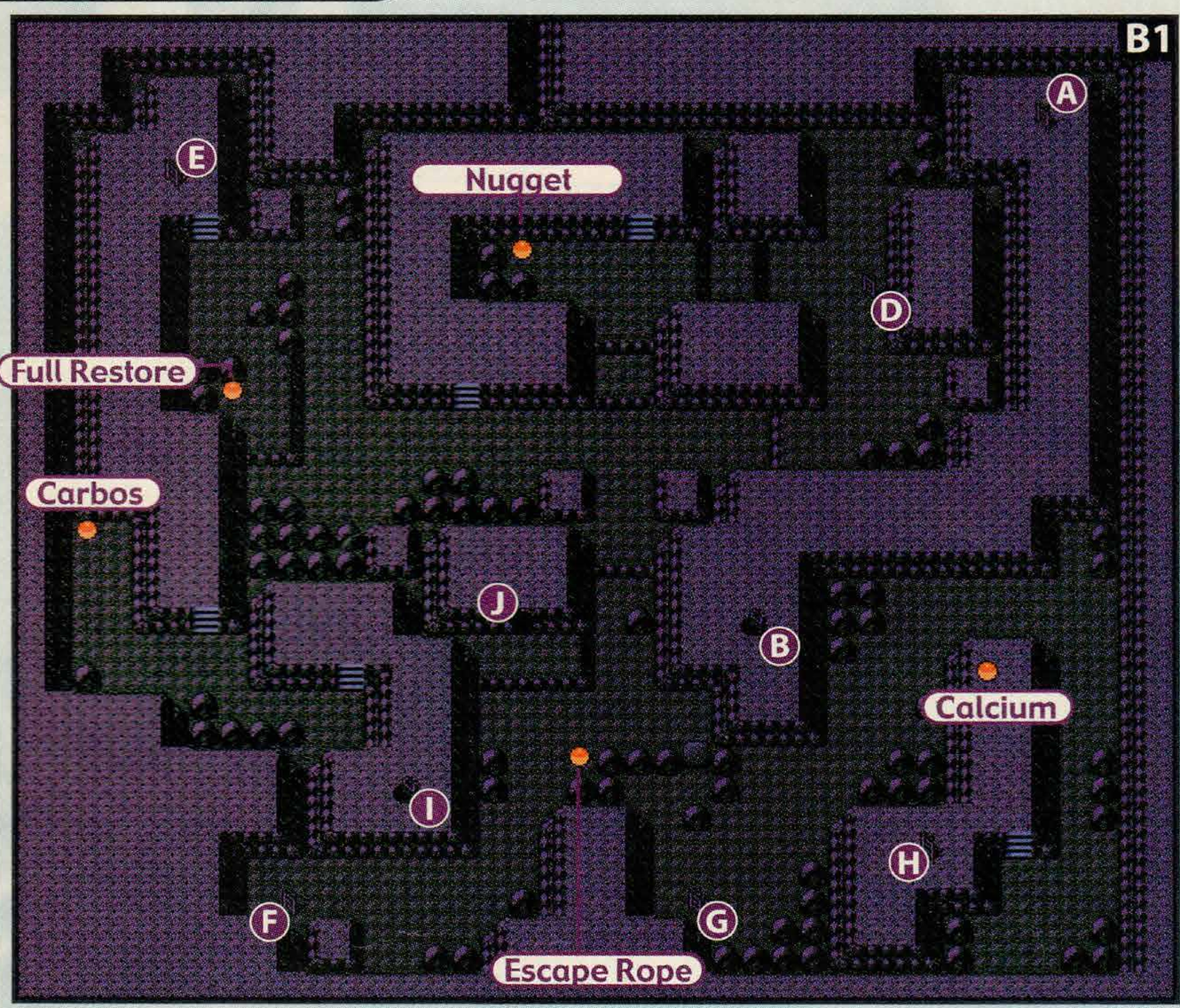
*Venusaur*
*Level 77*



section

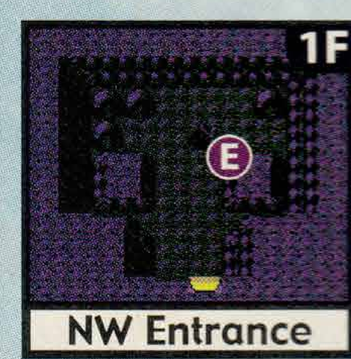
# K-12 WHIRL ISLANDS

***The networks of islands on Route 41 conceal a hidden dungeon that is Lugia's new home. You can enter it at any time after you get Whirlpool, but the Lugia at the end won't appear until you get the Silver Wing in Kanto's Pewter City. It's also the only place in the game where Seel and Horsea appear, so don't miss it!***

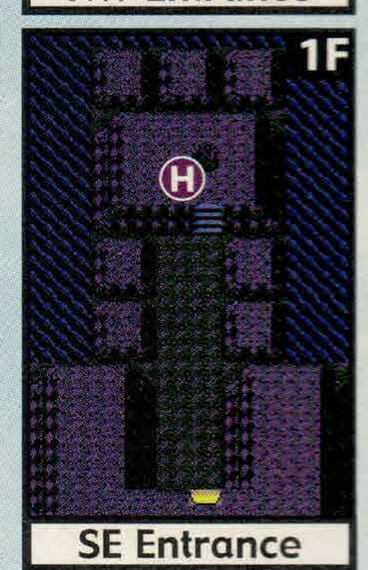



| Whirl Dungeon | Morning | Day | Night |
|---|---|---|---|
| Seel | 25% | 25% | – |
| Krabby | 35% | 35% | 40% |
| Zubat | 30% | 30% | 30% |
| Golbat | 10% | 10% | 30% |
| Horsea | 50% | 50% | 50% |
| Seadra* | 15% | 15% | 15% |
| Tentacool | 35% | 35% | 35% |

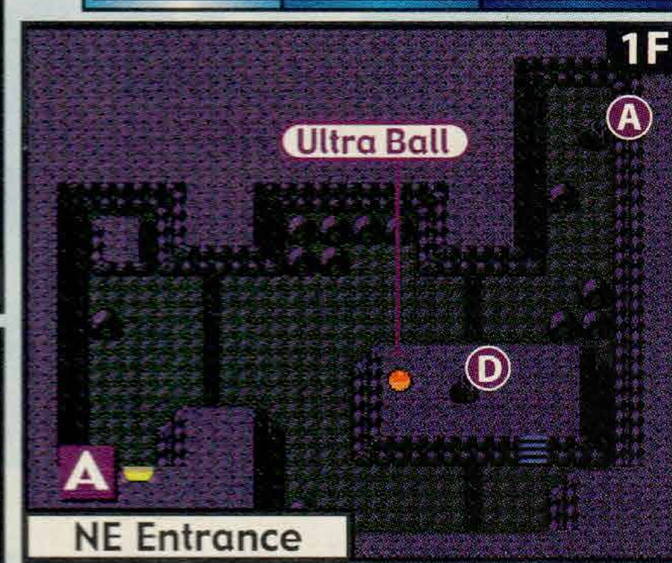
*On level 1F and B2, Tentacruel appears instead of Seadra.



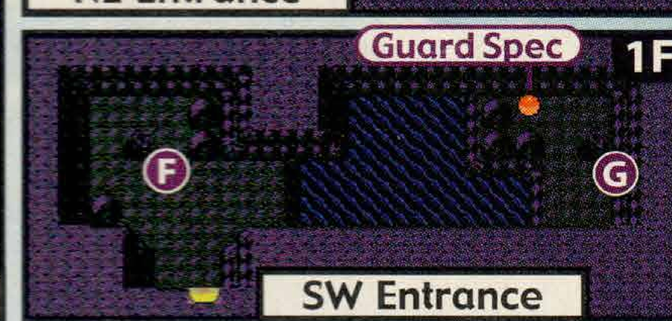
NW Entrance



SE Entrance

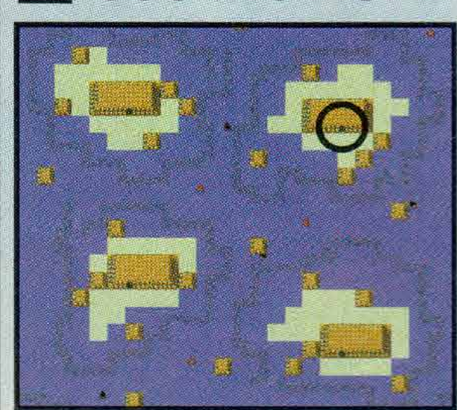


NE Entrance



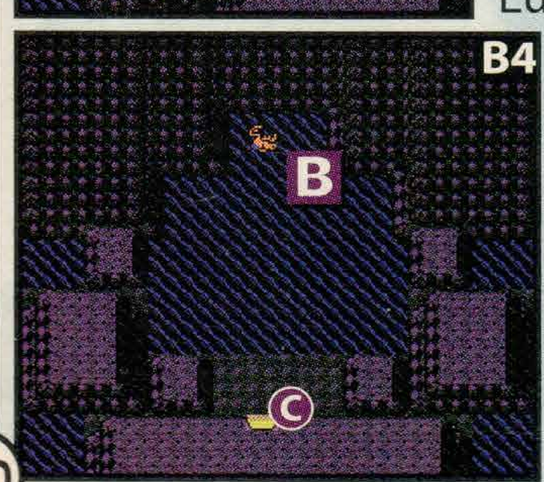
SW Entrance

## A Use the Northeast Entrance



There are four islands in Route 41 that can be reached by using the Whirlpool move at the little eddies that block the entrances. There are some valuable items here, but the thing that interests us most is Lugia, and the only way to get to it is from the Northeast island (circled above).

## B Lugia Awaits at the Bottom



If you have the Silver Wing, this is where you'll find Lugia. Save before you battle it, 'cause Lugia will disappear for good if you accidentally K.O. it.

Electric Pokémon work best here, so hit Lugia with everything you've got. Do your best to get it Paralyzed or put to Sleep so it can't heal itself effectively, and then toss Ultra Balls (or Heavy Balls) until you capture it.

### Lugia

***In Crystal, the Lugia you find is level 60, and has already forgotten the Aeroblast technique. But it still has some good stuff... Recover is incredible since Lugia has a ton of HP and great defenses. And in addition to Psychic and Flying abilities, Lugia comes with Hydro Blast, the best Water attack. Stat-wise, Lugia is the strongest Pokémon in the game.***

## Horsea

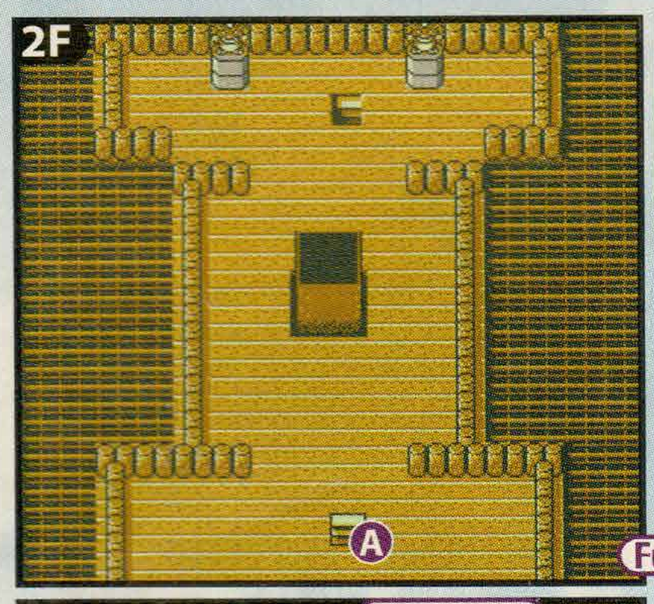
*If you trade Seadra (Horsea's evolved form), while it's holding the Dragon Scale, it will evolve into a Dragon/Water Kingdra. Kingdra is an interesting Pokémon, because Dragon has resistance to everything Water is vulnerable to (and Water removes Dragon's Ice weakness), potentially making Kingdra viable in tournament-level play.*

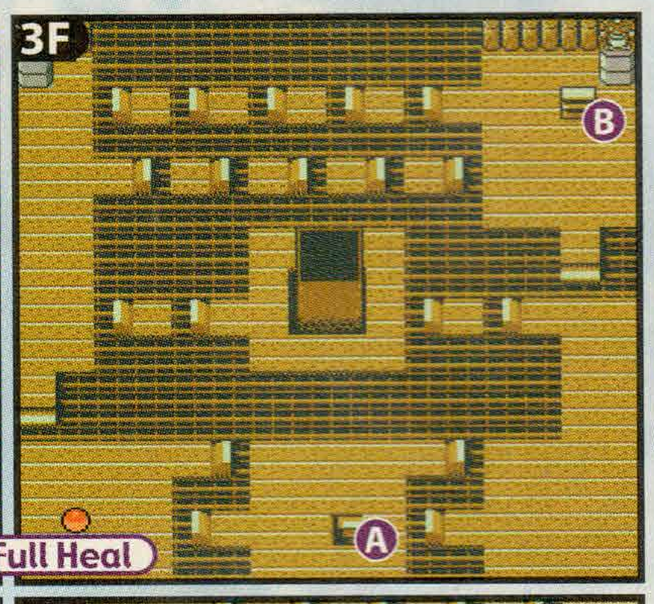
## Seel

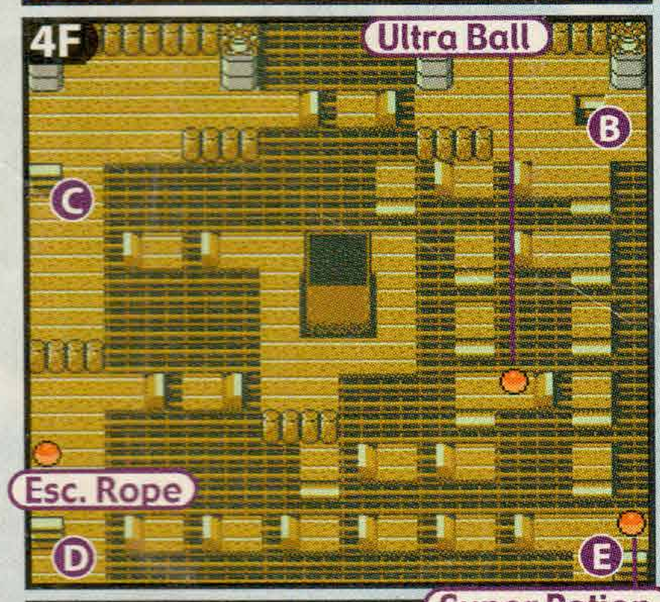
*They haven't given Seel any new moves, but they did speed it up; it now learns Aurora Beam, Rest, and Ice Beam nearly 20 levels sooner than it used to! Make sure not to evolve into Dewgong until level 37, so you can get all three moves first.*

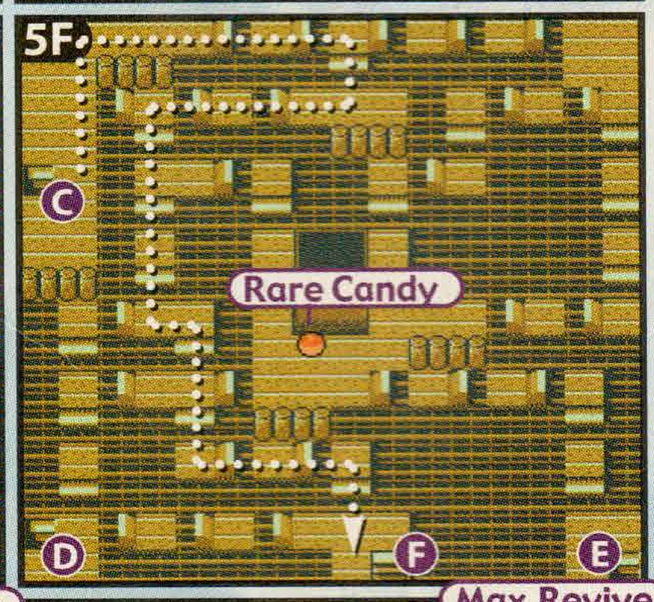
# Tin Tower

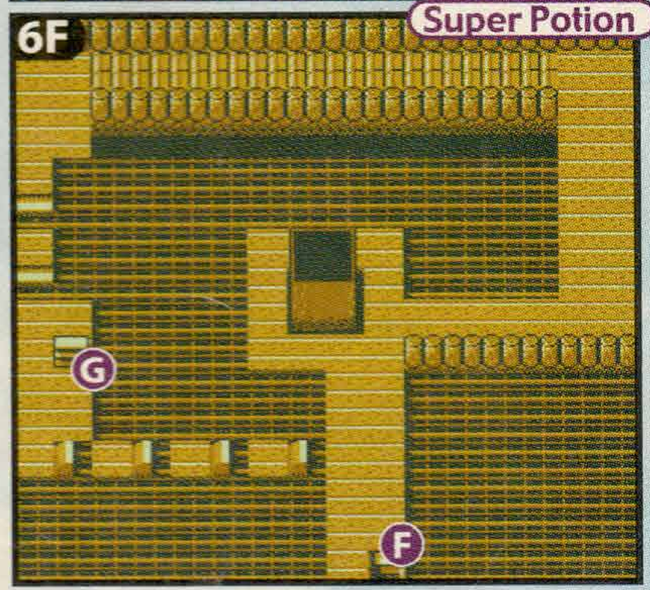
section **K-13**

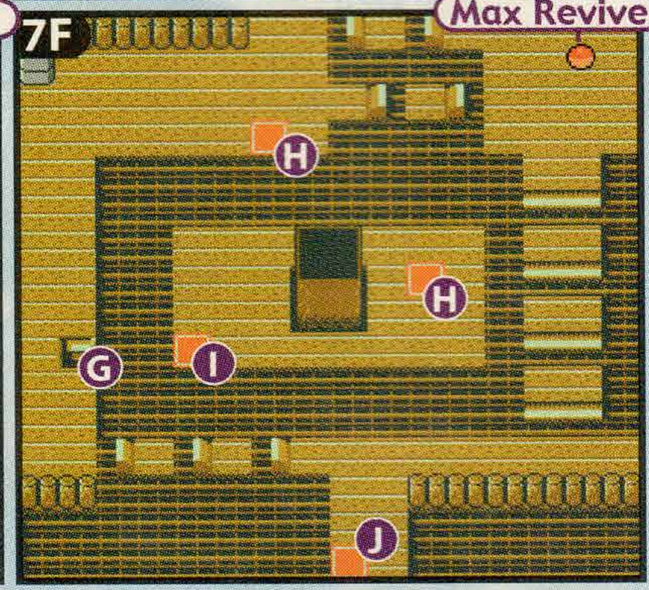


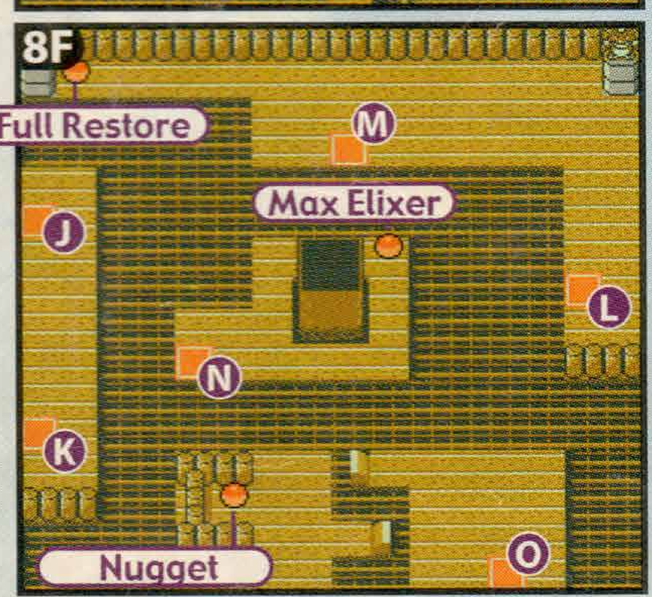



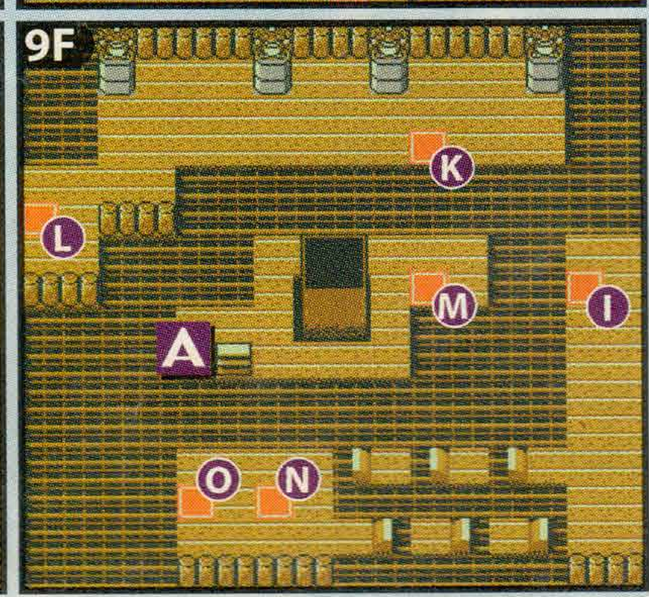



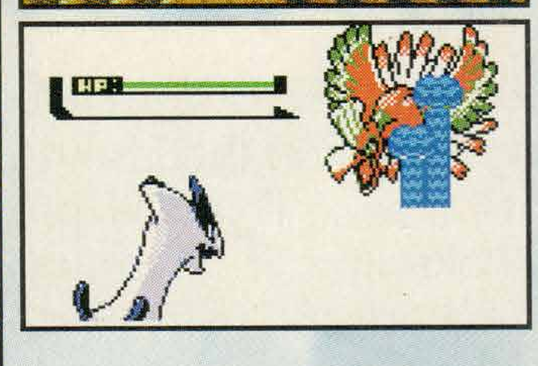




## A Ho-oh Awaits on the Eaves



When you've beaten the Elite Four and captured Raikou, Entei, and Suicune, return to Ecruteak City to get the **Rainbow Wing**. Now you can enter the top eight floors of Ho-oh's Tin Tower.

Floors 3-6 are full of one-way ramps, and to get to the 6th Floor, you'll need to come up from ladder C, then hop down to F via the dotted path. The three final floors have teleport squares that can be confusing without a map. To get to the roof, just take them in J-K-L-M order.

| Tin Tower Both Versions | Morning | Day | Night |
|---|---|---|---|
| Gastly | - | - | 40% |
| Rattata | 100% | 100% | 60% |

## Ho-oh

*The level 60 Ho-oh can't use Sacred Fire, but does start with Fire Blast. Like Lugia, Ho-oh can stay in battle forever with the Recover technique. The difference is that Ho-oh is Fire/Flying, while Lugia is Psychic/Flying, and Ho-oh is stronger while Lugia is faster and a bit tougher. If you catch it quickly, your Ho-oh will come with the "Sacred Ash" item.*

## How Can I Catch Raikou and Entei?

Suicune is easy to catch in Crystal, but snagging Raikou and Entei can be a grueling ordeal. Once you've spotted this pair of wandering Legends, there's a definite science to making them yours.

First, you'll need to free the beasts in Ecruteak's Burned Tower.

### Where Can I Find Them?

Once you've run into Raikou or Entei on the field, you can select the "Area" command in its Pokédex entry to see its current location, which will always be one of the "Route" areas of Johto. Unfortunately, these two are constantly on the move, so when you get to its spot on the map, it will probably be long gone. The best way to hunt them is to stay where you are and let them come to you.

Then wander the routes of Johto until you spot one.

### How Do I Do That?

Whenever you cross the threshold between areas (it's easy to tell in Crystal, thanks to the new signboard), each Wandering Legendary Pokémon moves one route in a random direction. Fly to a central location, like Violet City, and check to see if either of the Legends are two routes away from you in any direction. If you spot one just the right distance away, head in that direction in the hope that it moves towards you and you end up in the same area. If there are none in range, just Fly to Violet again to shuffle up their locations, and repeat until you manage to intercept one.

Now you can track it using the AREA command in your Pokédex!

### Then What?

Use a Repel (you'll want to buy a few dozen before you begin), then wander the grassy areas with a starting Pokémon that's under level 40 (but higher level than the wild Pokémon in that area). This will prevent all Pokémon encounters except for the Legendary Pokémon. If you don't use a Repel, your odds of meeting the Legendary Pokémon are still fairly slim, and they may move on before you get to fight.

### How Can I Keep Them From Running Away?

Use Sleep. Moves like Mean Look are tempting, but Entei and Raikou know the "Roar" technique and will use it to end the fights if you try a trick like that. You have only one shot at it, so make sure your starter knows a good Sleep technique. But there's always a good chance that the Legendary Pokémon will run before you can even use your sleep move. You'll just have to fly back and try again (over and over and over again - try not to get discouraged).

When you do get them asleep, start whittling down their health. Techniques like Night Shade and False Swipe are useful, since there's no chance you'll get a critical hit and accidentally K.O. your prey. But if you do overdo it, you'll want to reset the game. Like all Legendary Pokémons, these three disappear for good if they're Knocked Out.

If it runs away before you can catch it (and this will happen several times), don't worry: The damage you've already done will not heal before you fight it again.

### What Balls Should I Use?

You might as well use the Master Ball on one of them (after all, Suicune, Lugia and Ho-oh aren't going anywhere), which saves you the trouble of doing the whole Sleep/damage thing. For the other, don't even try to use a ball until it has only a sliver of health and is sound asleep. Then try Speed Balls, Heavy Balls, and Friendship Balls. The odds of catching one with a Fast Ball are pretty much nil.

# How Can I Get Both New Eevee Evolutions?

## Espeon

***There's no Mewtwo in Gold/Silver/Crystal, but Espeon is the next best thing. It has good HP, Speed, and Special Defense, and a phenomenal Special Attack. It learns Psybeam at level 36 and Psychic at level 47, but its most valuable technique might be Bite, which Eevee learns at level 30. With this Dark-type technique, Espeon can beat any other Psychic.***

There are two new evolutions for Eevee in Gold, Silver and Crystal: Espeon and Umbreon. Both evolve based on mood, so you'll need to pamper your Eevee for a long time to get either (see page 11). When your Eevee is as tame as possible, it will evolve the next time it goes up a level. If this happens during the Morn or day, you'll get an Espeon. If it happens at Nite, you'll get an Umbreon.

### How Can I Get More Eevee?

You can, and it's a lot easier than you'd think. Bill gives you your first Eevee after you meet him in Ecruteak (see page 43), and if you get a female, that's all you'll need to breed up a small army of them. If you didn't get a female, you can import an Eevee from another game, or breed your male with a Ditto and hope for the best.

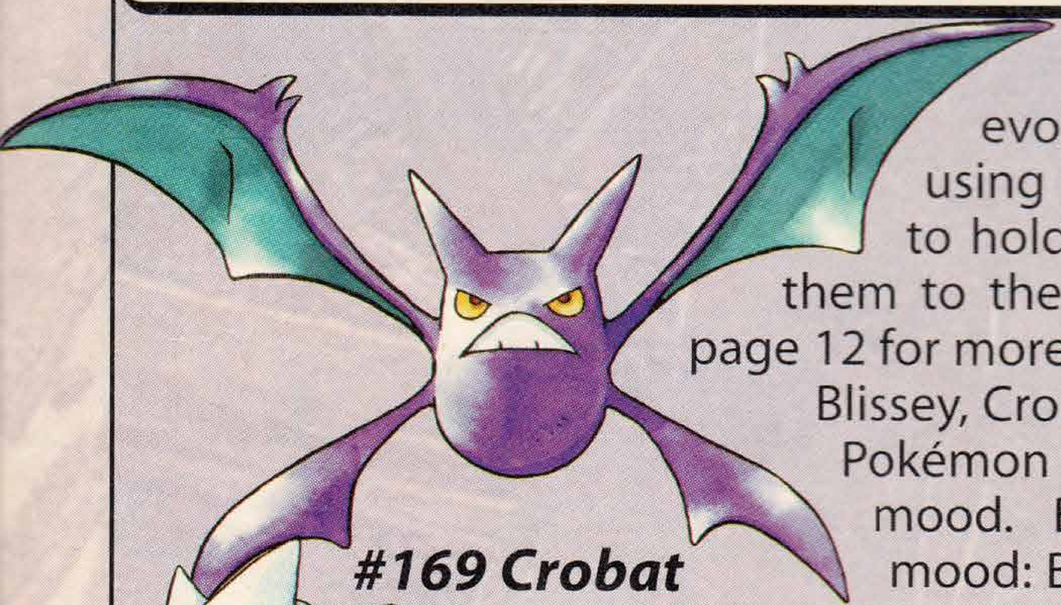
Once you get the female, you can use a male Pokémon of the opposite gender in the Ground Breeding Group (see page 110). If you can, try to get a father with some moves that it can pass on to the baby. If they don't like each other (it happens), you can always try a different father, or just improve Eevee's tameness, which you'll need to make it evolve anyway.

Repeat this process as necessary, and before you know it you'll have enough Eevees to make one of each type. With the addition of Espeon and Umbreon, that team would actually be quite powerful.

## Umbreon

***Umbreon is the game's only pure Dark-type Pokémon. It's a useful type, but Umbreon doesn't learn many Dark-type attacks... Only Faint Attack at level 36. But healing move Moonlight (at level 52) is cool, and Umbreon has really good Defense and Special Defense scores.***

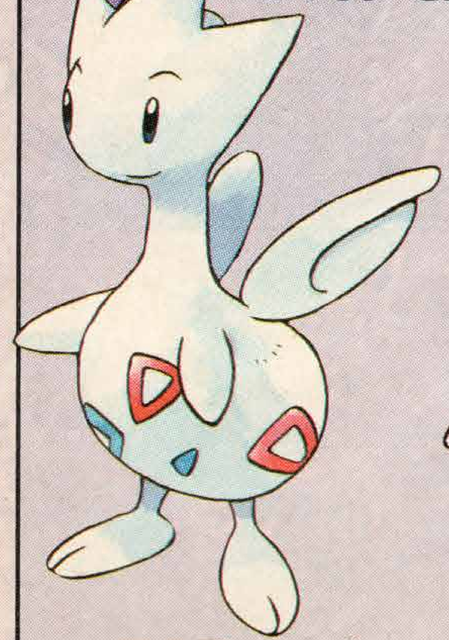
# How Can I Make Chansey, Golbat and Togepi Evolve?



***#169 Crobat***

These Pokémon also evolve based on mood, the way Eevee evolves into Espeon and Umbreon. That means using them in battle frequently, giving them items to hold, using lots of healing items on them, taking them to the Pokémon Salon, and that sort of thing. See page 12 for more details on evolving by mood.

Blissey, Crobat, Togetic, Umbreon and Espeon are the only Pokémon that can be acquired only by evolving based on mood. But three other Pokémon also evolve based on mood: Baby Pokémon Pichu (into Pikachu), Cleffa (into Clefairy), and Igglybuff (into Jigglypuff).



***#176 Togetic***

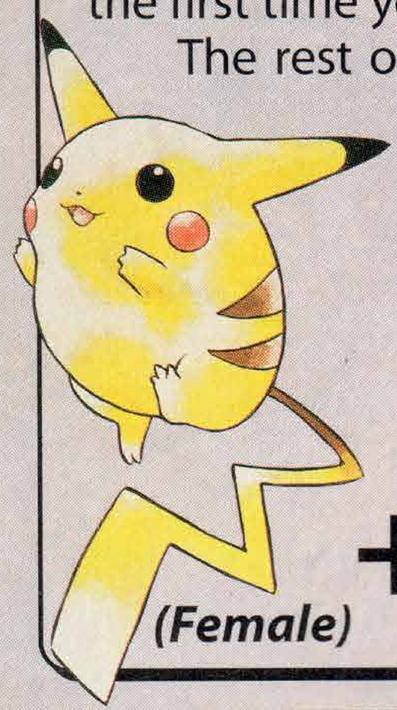
***#242 Blissey***

***Other Pokémon That Evolve by "Tameness"***

# Where Can I Get a Pichu?

Pichu, the baby form of Pikachu, is one of the most anxiously awaited Pokémon in the Gold, Silver and Crystal versions. But, like most baby Pokémon, getting one can be a lot of work... Unless you luck out and get it as a freebie the first time you visit the Day-Care center.

The rest of us will need to start with at least one Pikachu, preferably a female. Either import one from Red/Blue/Yellow, or catch a new one on Route 2 (see page 92). Then take it to the Day-Care Center. If it's a female, you can breed it with any Pokémon in the Fairy group (see page 111). If you have a male, you can breed it with Ditto. If you're lucky, the couple will bear an Egg that will eventually hatch into an adorable level 5 Pichu! If you take very good care of it, Pichu will evolve into a Pikachu (based on taming), and can learn a few moves Pikachu couldn't otherwise learn (Lovely Kiss, for example).


(Female)

+

(Male)

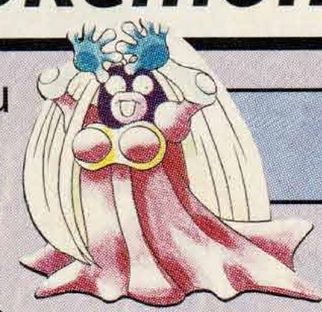
=

# What Other Baby Pokémon Are There?

There are eight new baby Pokémon. You can get two of them (Togepi and the already-hatched Tyrogue) from storyline events, and you'll get an egg containing a random baby the first time you visit the Day-Care Center. But Breeding is the only way to get the others. They're listed with their parents here (except for Pichu, shown above), whom you'll need to use as part of the breeding pair, as outlined on page 109. But remember that Jynx is always female and Hitmonlee, Hitmonchan, and Hitmontop are always male.

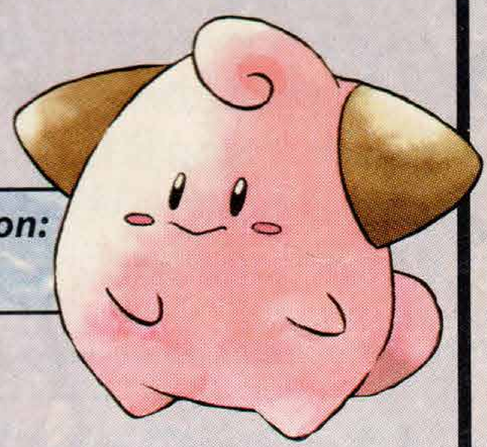
All of these Pokémon can evolve into their parent forms (many of them do it based on mood), and those Pokémon will be stronger for the experience. Going through the egg stage of evolution is also the only way for them to learn certain moves, like Psychic for Jynx.

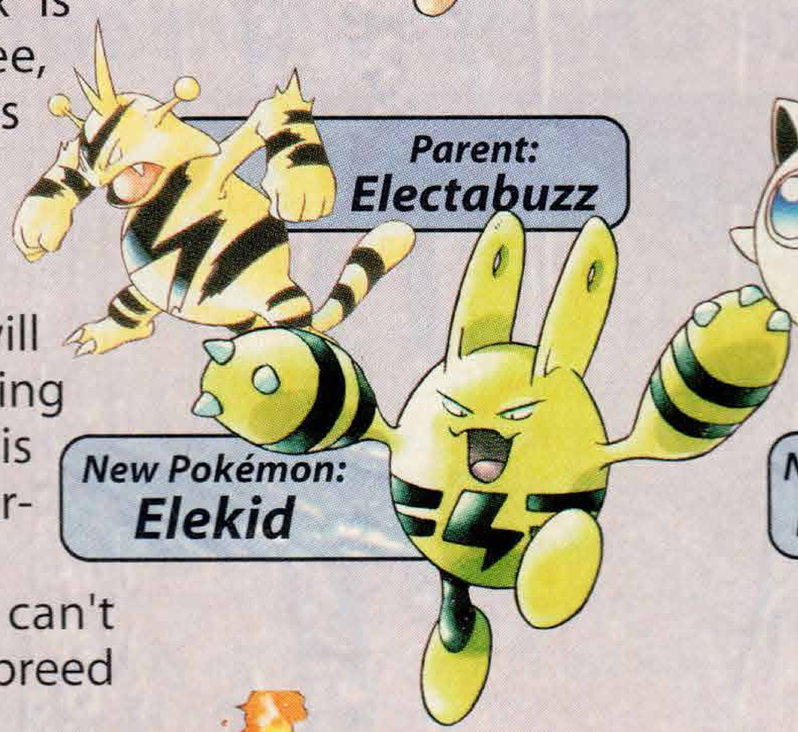
One more thing: Baby Pokémon can't breed! If you want more, you'll have to breed the par-


Parent: Jynx

Parent: Clefairy/Clefable

New Pokémon: Smoochum


New Pokémon: Cleffa


Parent: Electabuzz

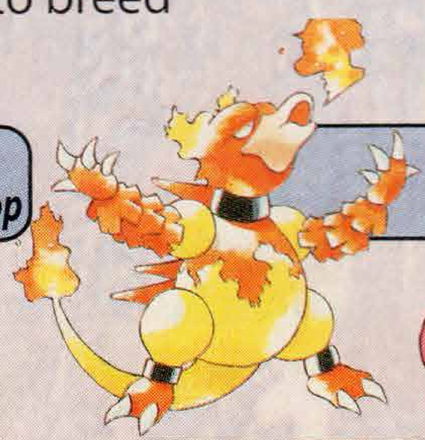
New Pokémon: Elekid

Parent: Jigglypuff/Wigglytuff

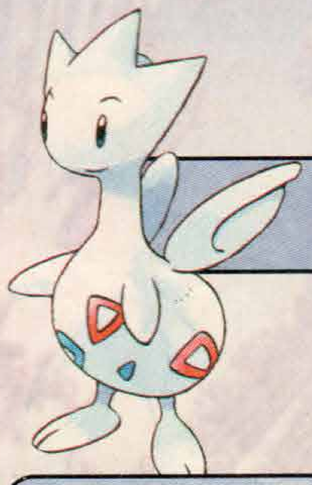
New Pokémon: Igglybuff

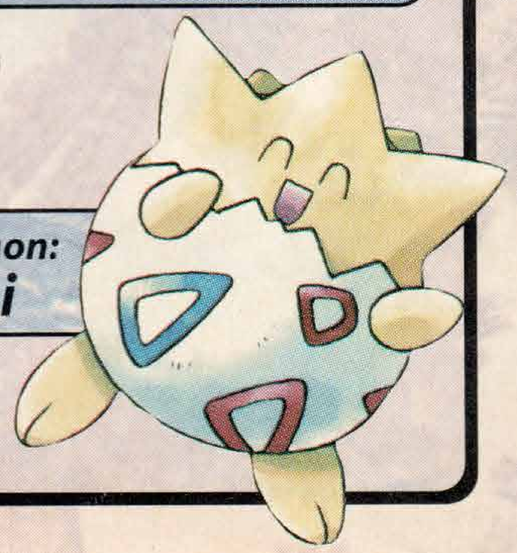
Parent: Hitmonchan/Hitmonlee/Hitmontop

New Pokémon: Tyrogue


Parent: Magmar

New Pokémon: Magby


Parent: Togetic


New Pokémon: Togepi

# Where Are All of the Evolution Stones?

*This man on Route 24/25 has one set of Thunder, Fire, Water, and Leaf Stones.*

A few more Evolution Stones have been added to Pokémon Crystal, but still not enough to evolve every Pokémon that needs them (see page 11 for the list). You can either import most of the evolved forms from Red/Blue/Yellow, or try to get really lucky with a Mystery Gift. Here's the breakdown:

***Sun Stone:*** You'll get this new stone every time you win the Bug-Catching Contest (see page 40).

***Moon Stone:*** These are still fairly common. You can find them in game areas like Route 26 (page 74) and the Ruins of Alph (page 56). You can also get one every time you go to Mt. Moon on a Monday night.

***Fire/Thunder/Water/Leaf Stones:*** There are now three ways to get these stones. One is to visit Bill's Grandpa on Route 25 (see page 86). Bring him the Pokémon he wants, and he'll give you a Stone each time. After the fifth time, you'll have a full set (the first stone is an Everstone).

New in Crystal, you can get stones from trading phone numbers with Junior Trainers you meet in your travels. They'll call when they come across an extra, and if you hurry back to meet them, it's yours. It seems to be one stone per customer, though.

The final way is randomly get one as a Mystery Gift (see page 8). The Stones are rare, but there's no limit to the amount you can get. You won't always get the kind you want, but you can always trade them with friends (by trading Pokémon that hold them).

***Route 34 - Leaf Stone***

***Route 37 - Fire Stone***

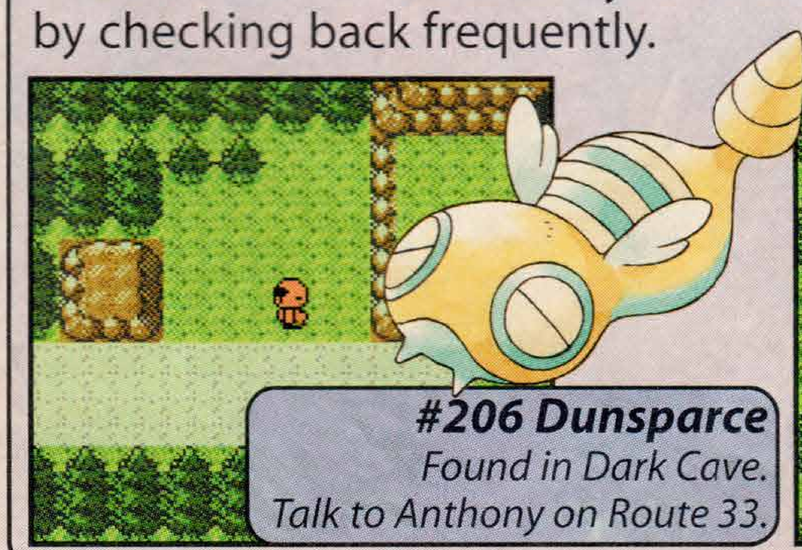
***Route 38 - Thunder Stone***

***Route 42 - Water Stone***

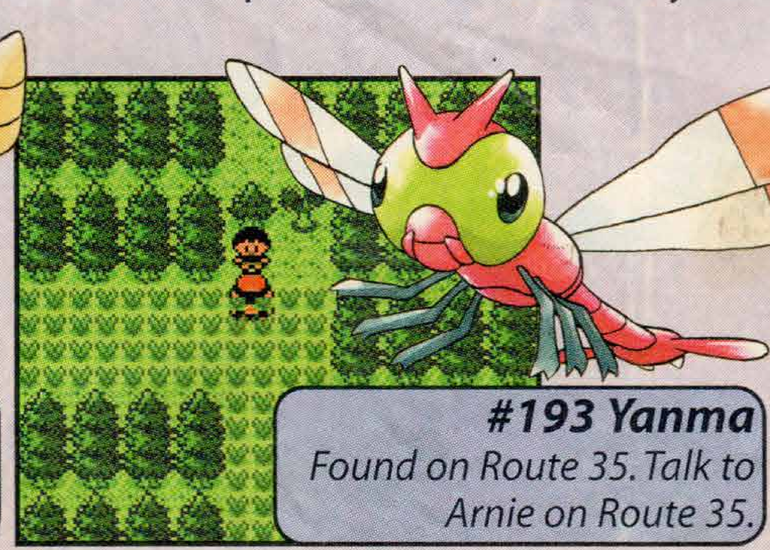
# Where Can I Catch Yanma, Qwilfish, and Dunsparce?

You've probably seen Qwilfish in the rosters of junior trainers you've faced, but never in the wild. That's because their rates of appearance are so incredibly low that we had to round *up* to get them to an even 1% in our appearance ratio charts. Two more Pokémon (Dunsparce and Yanma) don't appear in trainer rosters, but follow this same pattern.

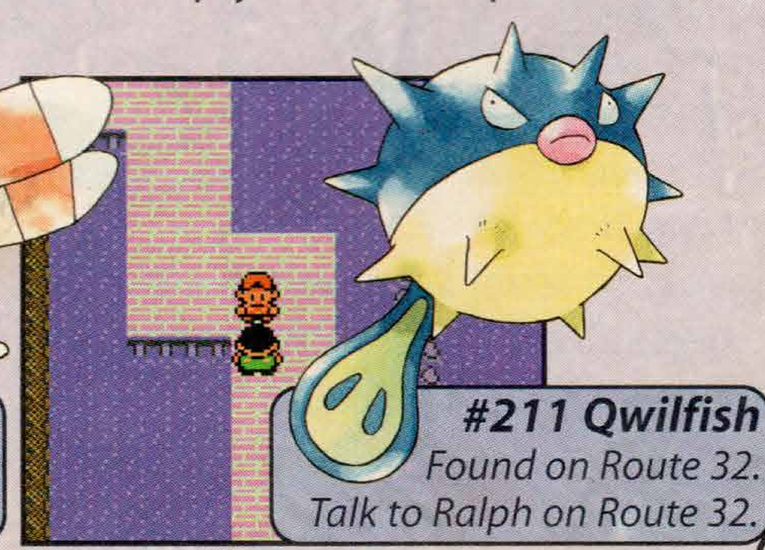
How do you catch them? As you've probably noticed in the walk-through, we sometimes refer to them as Pokémon that "swarm." That means that every now and then, these super-rare Pokémon will become relatively common (appearing 1 in every 4 or 5 fights) in the one area where they live. To find out about these events, you'll need to defeat certain trainers and trade phone numbers with them. Every now and then (about once a week if you play for a couple of hours per day) they'll call to tell you about a swarm. The swarms won't occur if you haven't traded phone numbers, so you can't simply stumble upon a swarm by checking back frequently.



***#206 Dunsparce***
*Found in Dark Cave. Talk to Anthony on Route 33.*



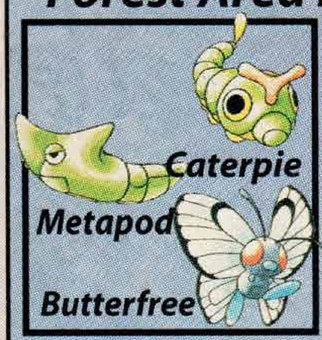
***#193 Yanma***
*Found on Route 35. Talk to Arnie on Route 35.*

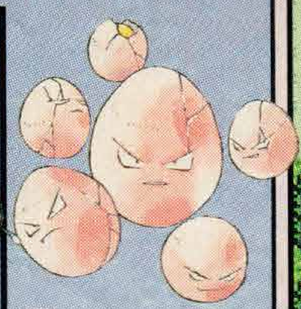


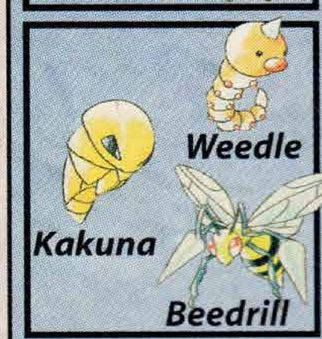
***#211 Qwilfish***
*Found on Route 32. Talk to Ralph on Route 32.*

# Where are Aipom, Heracross, and Pineco?

**Forest Area Pokémon:**



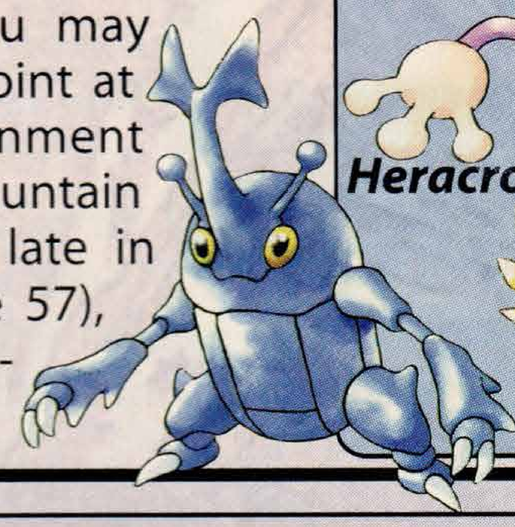



*Route 42 is your first opportunity to catch Mountain Area Pokémon.*

These three Pokémon only live in trees. If you've missed them, go to page 31 and read up on the art of using Headbutt, the move that can knock them out of their nests.

If you've found Pineco but not the other two, you may have missed the point at which the environment changed. The mountain areas that appear late in the game, starting with Route 42 (page 57), have trees with different Pokémon, including Aipom and Heracross.

**Mountain Area Pokémon:**



# How Does Tyrogue Evolve?

*The Karate Master in Mt. Mortar will give you a Tyrogue... If you have an empty slot in you roster.*

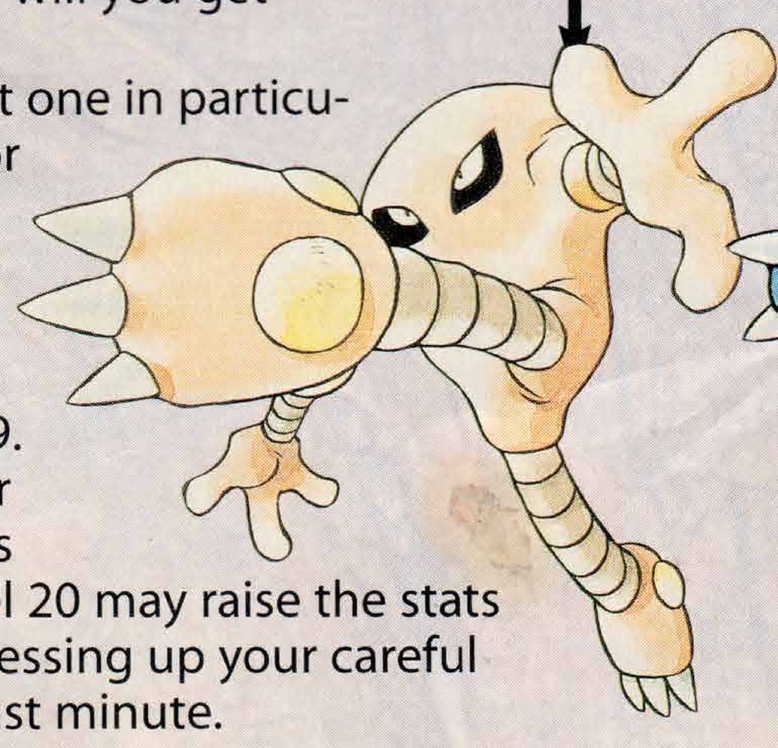
The new "Hitmon" in Gold/Silver/Crystal is Hitmontop, a capoera-style Fighter that can be a little tricky to get.

All three "Hitmon" evolve from a new Pokémon named Tyrogue. There's only one Tyrogue in the game–you'll get it from the Karate Master in Mt. Mortar (see pages 70-71). Since it's a baby Pokémon, it can't breed itself, but you can get more by breeding the "Hitmon" it evolves into with a Ditto (all the "Hitmon" are always male).

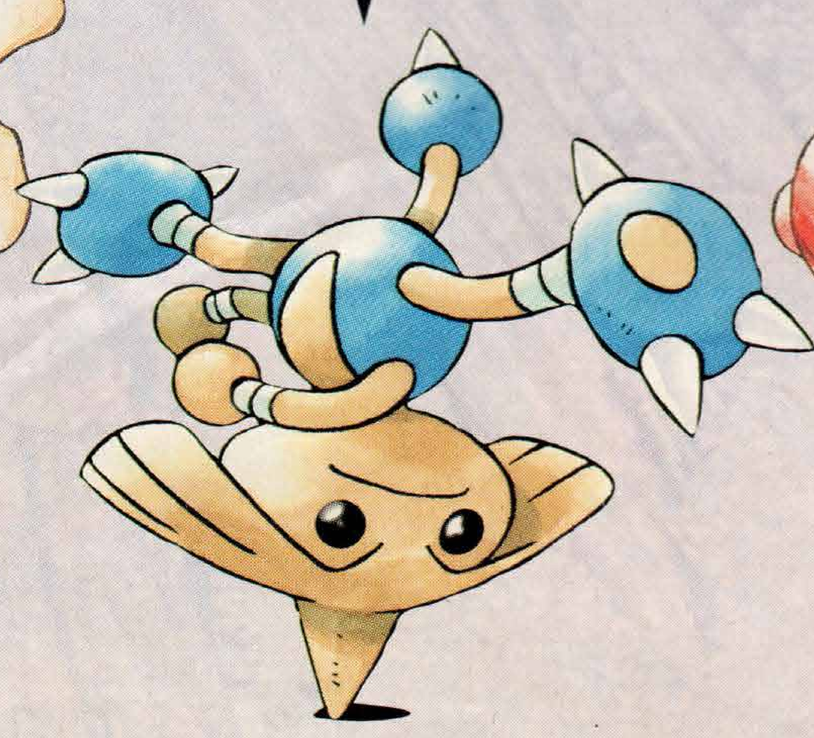
The trick to getting the Hitmon you want is watching Tyrogue's stats. It evolves at level 20, and the Pokémon you get is based entirely on its Attack and Defense scores. If Tyrogue's Attack is higher than its Defense, you'll get a Hitmonlee. If its Defense is higher than its Attack, you'll get a Hitmonchan. Only when they're equal will you get Hitmontop.

If you want one in particular, use Iron or Protein to tweak Tyrogue's stats when it's at level 19. But save your game first–its boost to level 20 may raise the stats unequally, messing up your careful plan at the last minute.

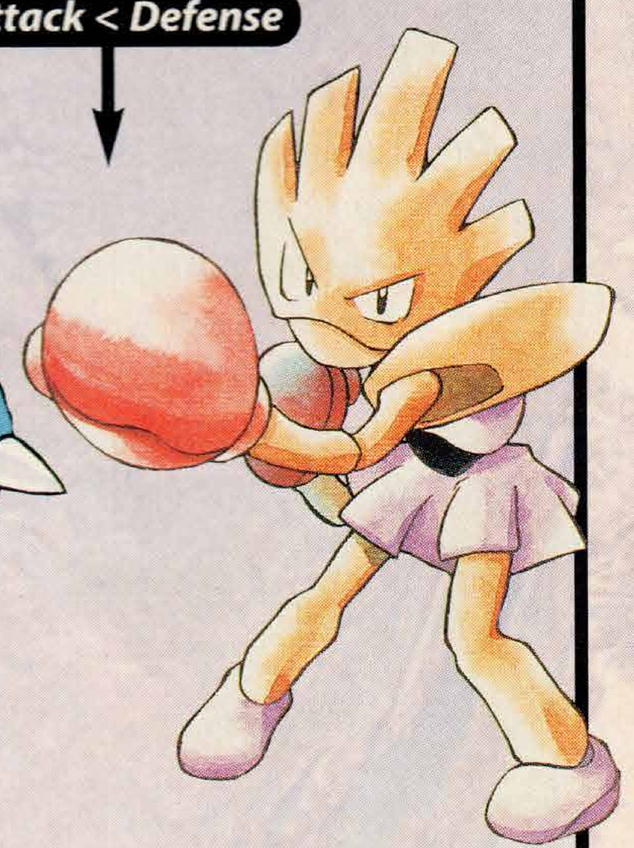
**Attack > Defense**



**Attack=Defense**

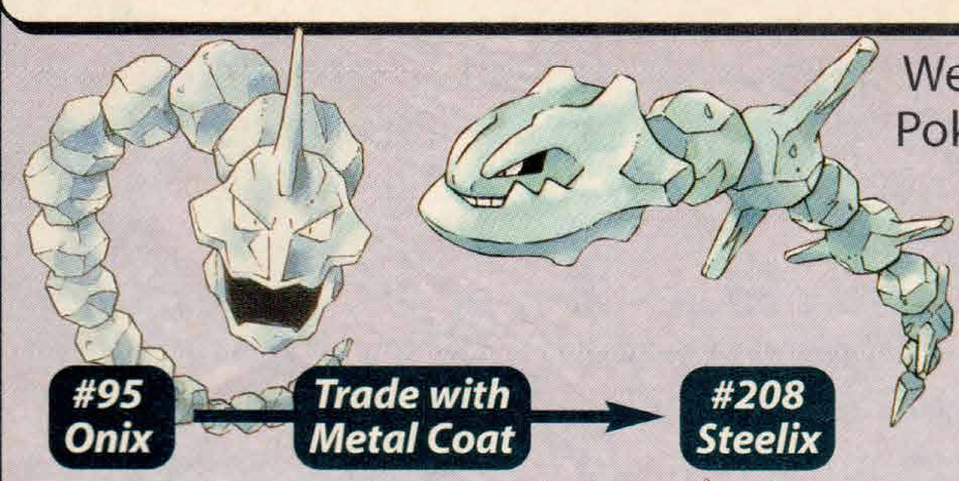


**Attack < Defense**



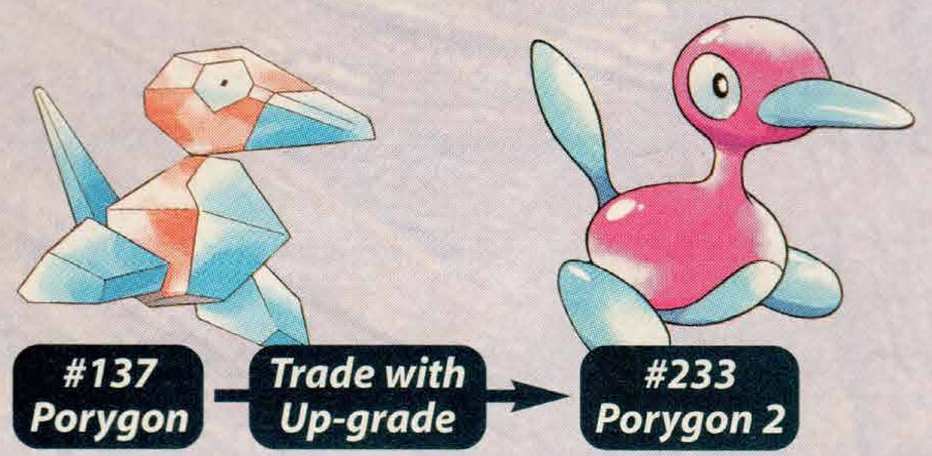
# Which Pokémon Evolve with Items?

We mentioned a few items in the walk-through that make Pokémon evolve, but not the whole list. There are a total of six Pokémon that can only be acquired by trading Pokémon when they hold certain items. The new Pokémon are: Kingdra, Steelix, Scizor, Porygon2, Slowking, and Politoed (an alternate evolution to Poliwrath). Their evolution patterns and the items they require are shown here.



#95 Onix → Trade with Metal Coat → #208 Steelix

#123 Scyther → Trade with Metal Coat → #212 Scizor



#137 Porygon → Trade with Up-grade → #233 Porygon 2

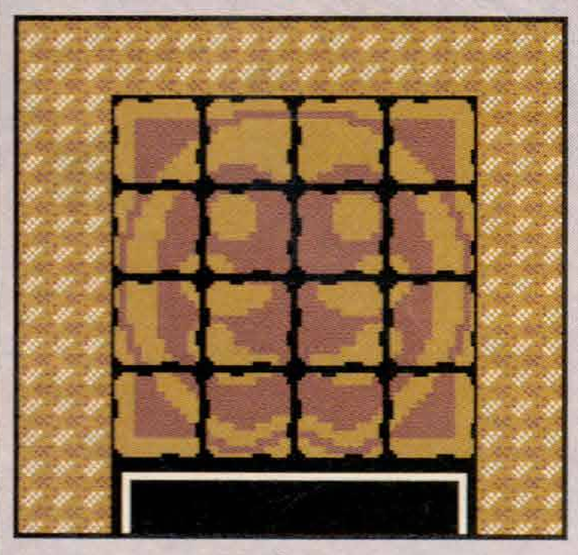
#116 Horsea → #117 Seadra → Trade with Dragon Scale → #230 Kingdra

#79 Slowpoke → #80 Slowbro → Trade with King's Rock → #199 Slowking

#60 Poliwag → #61 Poliwhirl → Trade with King's Rock → #186 Politoed

# What Are the Answers to the Ruins of Alph Puzzles?

## The "Escape" Room

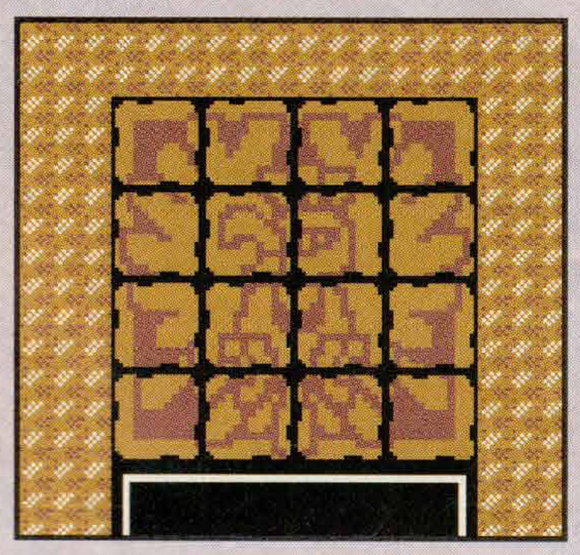


*Kabuto*

### Unown Puzzle1:

You'll need to use an Escape Rope to open the door to the Unown chamber in this room.

## The "Ho-oh" Room

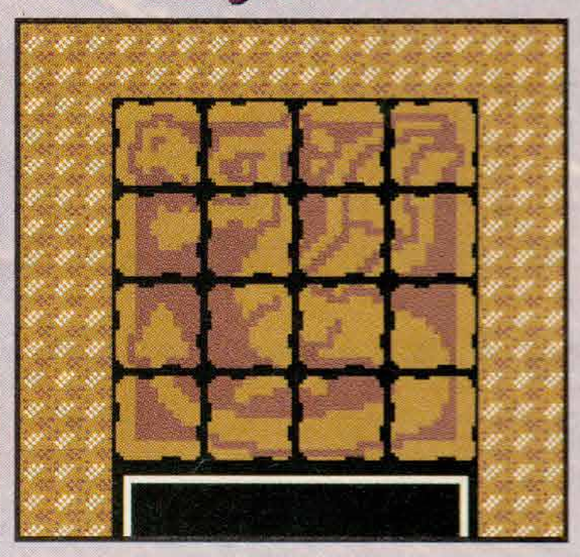


*Ho-oh*

### Unown Puzzle 2:

You'll need to catch Ho-oh in the Tin Tower (or trade from a different version) and put it in the top slot in your party.

## The "Light" Room

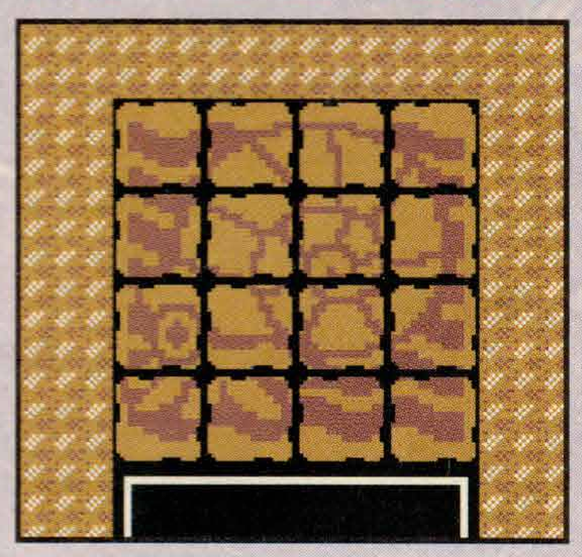


*Aerodactyl*

### Unown Puzzle 3:

Simply have a Pokémon use Flash (HM 05) to light up this room and open the door to another piece of the Unown riddle.

## The "Water" Room



*Omanyte*

### Unown Puzzle 4:

Bring a Water Stone in your pack when you try to open this door. You don't need to use it, it just needs to be there.

# Why Do Wild Pokémon Sometimes Have Items?

***Wild Pokémon With Exclusive Items***

No one knows where they get them, but some wild Pokémon have nifty items of their own, and you can get the item yourself if you capture them. You can also get the item by using the Thief move (TM 46) when you face them in battle.

Some of these items are harder to get than others. For example, **Snorlax** always comes with its Leftovers, but it's pretty rare that you'll find a **Chansey**, **Farfetch'd**, or **Marowak** with its item. That's a shame, 'cause all three come with great items. Chansey's Lucky Egg gets you more experience at the end of battle, Farfetch'd's Stick raises the odds of getting a Critical Hit (for Farfetch'd Only) and Marowak's Thick Club doubles its Attack power.

Wild **Sneasel** may have a Quick Claw, **Ho-oh** comes with Sacred Ash, a one-use item that completely heals all your Pokémon. **Doduo** and **Dodrio** may have the Sharp Beak that powers up Flying-type Attacks. On Route 2, Gold players will find **Butterfree** and Silver players will find **Beedrill**, each possibly carrying an item that powers up Bug or Poison type attacks, respectively.

You can get another Dragon Fang by catching a wild **Horsea**, **Seadra**, **Dratini** or **Dragonair**, and another King's Rock from a wild **Slowbro**, **Slowpoke**, or **Poliwhirl**. And **Magnemite** sometimes comes with a Metal Coat.

We only listed the most exciting items here, but many other Pokémon come with various Berries or items (like Nuggets) that can be resold for large amounts of money.

# How Did My Red/Blue/Yellow Pokémon Get an Item!?

***Imported Pokémon With Exclusive Items***

It's not only wild Pokémon; Imported Pokémon sometimes come with their own items, too. Once again, you'll get a lot of Berries and items that can only be resold. But you can also get some exclusive new items, and items that power up that particular Pokémon. This is also the only way to get TM 09; it's nowhere in the main quest, but a Red/Blue/Yellow **Abra** might end up with it in its possession. You can get a few other TM's this way, too. **Krabby**, **Goldeen**, **Horsea** and **Staryu** may have TM 33 (Ice Punch), and **Nidoran** of either gender may have TM 43.

**Chansey** may come with the Lucky Punch that powers up its attacks, and **Ditto** may come with Metal Powder that raises its own Defense. **Jigglypuff** might come with a Ribbon that's better at strengthening Normal Attacks than the Pink Ribbon, and a **Snorlax** may have more of those Leftovers (**Clefairy** might too). **Mewtwo**, **Zapdos**, **Articuno**, and **Moltres** may come with an equippable item that lowers opponents' Accuracy.

A few items can only come from the Yellow version: If you import the **Pikachu** Oak gave you in Yellow, it will come with an item that doubles its Special Attack power! And a wild **Kadabra** from Yellow may come with the trademark Bent Spoon that powers up Psychic attacks.

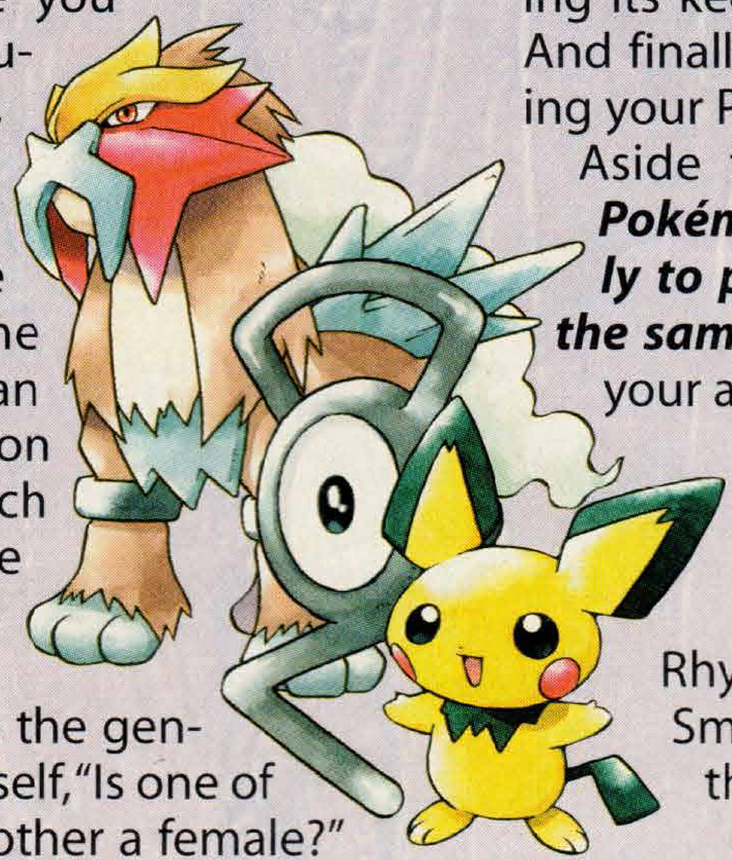
If you beat **Pokémon Stadium**, make sure to import whichever Pokémon you won as prizes in that game (the possible prizes are Bulbasaur, Charmander, Squirtle, Eevee, Hitmonlee, Hitmonchan, Kabuto, Omanyte, and the Amnesia Psyduck). They'll come with cool surprise decorations for your room.

***(Pikachu from Yellow only)***

# BREEDING POKéMON

## The Basics of Breeding

At the Day-Care Center south of Goldenrod City, a magical process takes place... something beautiful and natural: Pokémon breeding. Now, there are many things that determine whether or not two Pokémon *can*, let alone *will*, produce an egg. Before you check the two potential couplers into the Day-Care Center, check their Egg Groups, i.e., their "breeding type" (listed on page 111). If the two would-be parents don't belong to the same Egg Group, nothing can happen. And of course, Pokémon in the "NO EGG" Group (which consists of Baby Pokémon like Pichu, Legends like Suicune, and Unown) can't breed at all.



The next step is to examine the gender of your Pokémon; ask yourself, "Is one of these Pokémon a male -- the other a female?" It takes one male and one female, both of the same Egg Group... or Ditto coupled with another Pokémon (who doesn't belong to the NO EGG Group, and is also not a Ditto). Once you have two Pokémon that meet these conditions, you are ready to begin the breeding process.

The egg produced by a successful Pokémon coupling will always contain a Level 5 Pokémon baby. ***This baby will always belong to the lowest Evolution of the mother's species, while the baby's Moves will be inherited only from the father.***

## Finicky Pokémon

Now that you know the basics, it's time to move on to some more advanced points. You may, for instance, have one male and one female on hand, both of a matching Egg Group... And yet they still might not breed. But there is a way to determine whether or not the two will attempt to mate: just walk into the play area and talk to them. There are five kinds of messages you may receive from each creature which will clue you in on its intentions.

### The Coupling Will Produce An Egg:

**(1)** If it appears to care for the other Pokémon.
**(2)** If it is friendly with the other Pokémon.
**(3)** If it shows interest in the other Pokémon.

### The Coupling Will Not Produce An Egg:

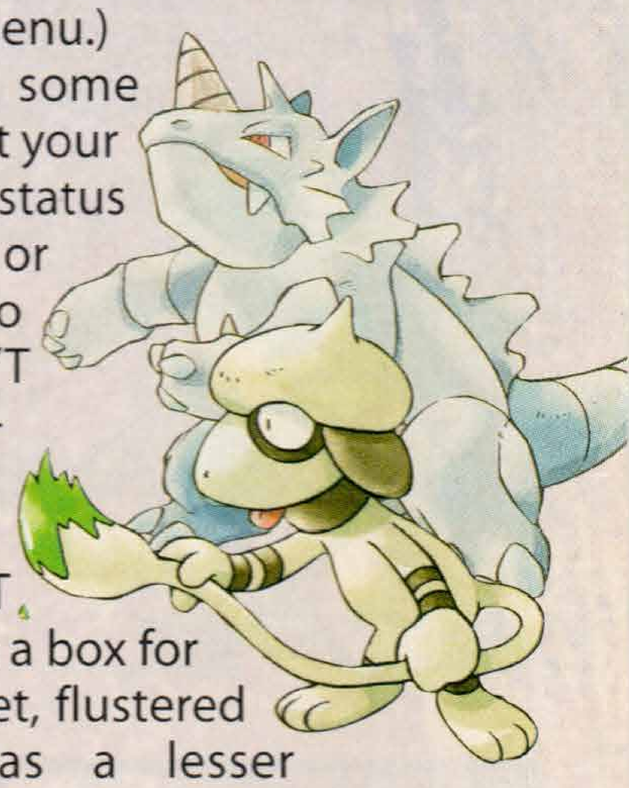
**(4)** If it is brimming with energy.
**(5)** If it has no interest in the other Pokémon.

## Raising the Odds

There are a few things you can do to improve the chances that you'll get an egg. For example, you should know that ***tame Pokémon get along better, and are more likely to breed***. Your Pokémon's "Tameness" can be improved by keeping it in the party and often using it for battle; another way is to use Items regularly on the Pokémon. Because your lead Pokémon gets more attention than the others, it might be wise to put that fellow up front, increasing its keenness for reproduction that much more. And finally, nothing says "BE TAMED!" quite like taking your Pokémon inside the barber shop every day.

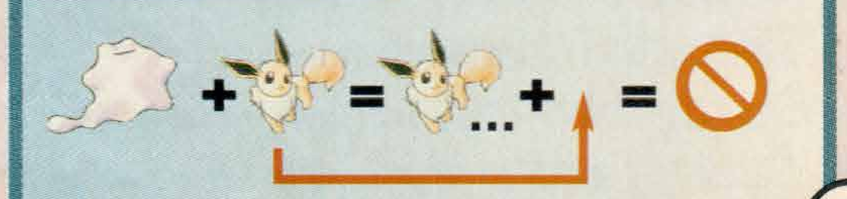
Aside from the "Tameness" factor, know that ***Pokémon from separate trainers are more likely to produce an egg than two Pokémon from the same trainer***. Pokémon that fight together in your active party list will begin to like each other more as well.

Pokémon seem to prefer other Pokémon who resemble themselves. Check it out: even though Rhydon and Rhyhorn are basically the same Pokémon, Smeargle prefers Rhydon because they share the same ICON. (If you select the Pokémon option on your menu.)



And now for some "tameness" don'ts: DON'T let your Pokémon get hit with bad status conditions such as Poison, or Paralyze, as this tends to make them angry. DON'T wait too long to heal them -- the longer they're injured, the greater the chance that they become upset. DON'T leave them in a box for long. An upset, flustered Pokémon has a lesser chance of producing an egg. And lastly, ahem, don't try breeding family members with each other: look, they refuse to do it, and it just makes them upset -- i.e., if you breed an Eevee with a Ditto, that Eevee won't breed with the new Eevee.

### Breeding Math



## On Breeding Moves

Breeding a particular move is fairly simple, for the most part. ***All moves are inherited from the father*** (unless you're using Ditto). In a normal male and female pair, ***TM's and HM's that the Father knows will be learned by the baby, as long as the baby's evolutionary form is also capable of learning those same TM's or HM's***. TM and HM moves take priority in breeding, and will override other possible moves the baby may have had. If all you want to do is have another Rhydon with Earthquake, this is easy. Supposing that the father knows Surf, Strength, and Earthquake, and the mother is Rhydon, the baby will learn Earthquake, and Strength. This is because the baby produced would be a Rhyhorn, and Rhyhorn can learn Earthquake from TM's, and Strength from the HM, but because Rhyhorn can't learn Surf from the HM, Surf wouldn't be one of its starting moves.

Egg Moves are moves that a Pokémon can only learn by breeding from the male parent. ***If a move is on a Pokemon's Egg Move list, and the father has it, that move will be learned in addition to the rest***. Using our example from above, and supposing that the father also had Crunch, we would find that the baby's move list would include Earthquake, Strength, and Crunch -- as Crunch is one of Rhyhorn's Egg Moves. Now let's say you wanted to breed that same Rhyhorn with Scary Face. In this case, you have to get not only the father to know the move, but the mother as well. Egg Moves, TM's, and HM's are automatically based on to the baby if the father already has them--but ***for the baby to obtain a move learned only by the natural leveling up of that Pokémon, both parents are required to know the move***. If both parents know Scary Face, our sample baby would come out with a move list of Earthquake, Strength, Crunch, and Scary Face.

**DAD'S MOVE LIST:**
Crunch
Strength
Earthquake
Scary Face

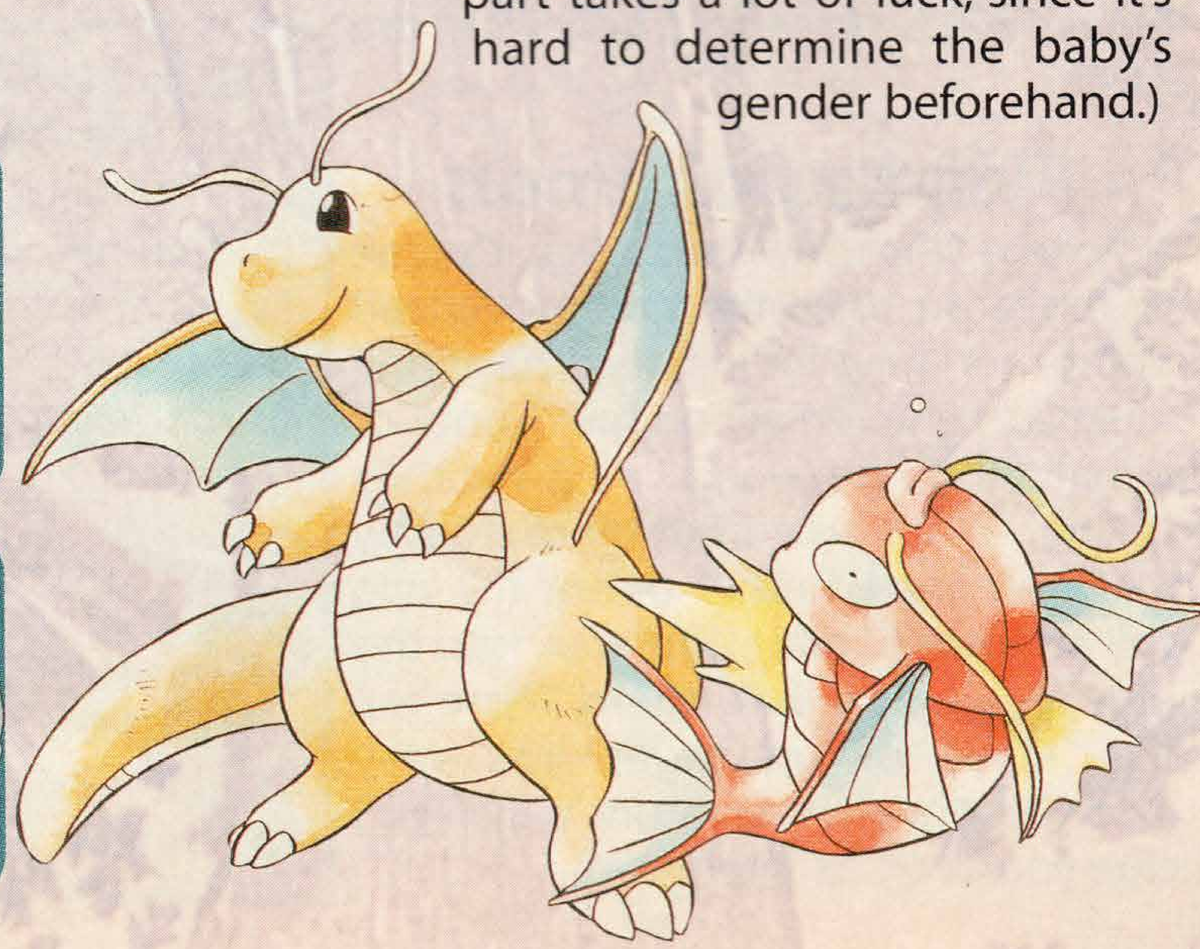
**MOM'S MOVE LIST:**
Fury Attack
Take Down
Horn Drill
Scary Face

**BABY'S MOVE LIST:**
Crunch *(One of Rhyhorn's Egg moves)*
Strength *(HM That Rhyhorn can Learn)*
Earthquake *(TM That Rhyhorn can Learn)*
Scary Face *(A Rhyhorn Move Known by Both Parents)*

## On Breeding Stats

The process of breeding strong stats is fairly time consuming, and not as simple as just breeding moves. The best way to approach this task is to focus on the stat you think is most important, and train the parents to improve their stats in that area. ***Your Egg Pokémon will always get its stats from the parent of the opposite gender***. (Unless one of the parents is a Ditto, in which case the stats come from Ditto. This means that Genderless Pokémon can't breed stats beyond what Ditto can give them, nor can most of the "Always Male" Pokémon.)

If you want a Pokémon with lots of HP, for example, let the parents take a lot damage in the midst of combat, and the EXP they earn will be allocated to more HP upon levelling up. You can try using Carbos, Calcium, HP UP, Protein, and Iron to accelerate the process, but these Items are extremely expensive, especially if you use them on a Pokémon whose sole purpose is breeding, and isn't one you intend to keep. One thing to keep in mind beyond all else here is that it's essential to choose the right father. Since the baby is always the same Pokémon type as the lowest Evolution of the mother, the father can be whatever Pokémon you want within that Egg Group. If you want a female baby, that means the father's stats would affect the baby's stats. If you're feeling genetically adventurous, you should try taking advantage of some of the odder combinations that can come out of all this -- one example might be a Magikarp baby with stats based on Dragonite. (This part takes a lot of luck, since it's hard to determine the baby's gender beforehand.)



# THE EGG GROUPS

**FAIRY**

Pikachu, Raichu, Clefairy, Clefable, Jigglypuff, Wigglytuff, Togetic, Hoppip, Skiploom, Jumpluff, Snubbull, Granbull, Marill, Azumarill, Chansey, Blissey

**FLYING**

Pidgey, Pidgeotto, Pidgeot, Spearow, Fearow, Hoothoot, Noctowl, Zubat, Golbat, Crobat, Togetic, Farfetch'd, Natu, Xatu, Skarmory, Doduo, Dodrio, Murkrow, Aerodactyl

**GENDER UNKNOWN**

Magnemite, Magneton, Voltorb, Electrode, Staryu, Starmie, Porygon, Porygon 2

**GROUND**

Cyndaquil, Quilava, Typhlosion, Rattata, Raticate, Sentret, Furret, Pikachu, Raichu, Sandshrew, Sandslash, Ekans, Arbok, Dunsparce, Mareep, Flaaffy, Ampharos, Wooper, Quagsire, Nidoran ♀ Nidoran ♂, Nidorino, Nidoking, Aipom, Snubbull, Granbull, Vulpix, Ninetails, Growlithe, Arcanine, Stantler, Diglett, Dugtrio, Mankey, Primeape, Meowth, Persian, Psyduck, Golduck, Girafarig, Tauros, Miltank, Smeargle, Farfetch'd, Seel, Dewgong, Eevee, Vaporeon, Jolteon, Flareon, Espeon, Umbreon, Delibird, Swinub, Piloswine, Teddiursa, Ursaring, Phanpy, Donphan, Ponyta, Rapidash, Rhyhorn, Rhydon, Houndour, Houndoom, Sneasel

**HUMANSHAPE**

Drowzee, Hypno, Abra, Kadabra, Alakazam, Machop, Machoke, Machamp, Hitmonlee, Hitmonchan, Hitmontop, Magmar, Jynx, Electabuzz, Mr. Mime

**BUG**

Caterpie, Metapod, Butterfree, Weedle, Kakuna, Beedrill, Ladyba, Ledian, Spinarak, Ariados, Paras, Parasect, Pineco, Forretress, Yanma, Venonat, Venomoth, Scyther, Scizor, Pinsir, Heracross, Shuckle, Gligar

**MONSTER**

Chikorita, Bayleef, Meganium, Totodile, Croconaw, Feraligatr, Mareep, Flaaffy, Ampharos, Slowpoke, Slowbro, Slowking, Nidoran ♀, Nidoran ♂, Nidorino, Nidoking, Lickitung, Cubone, Marowak, Kangaskhan, Rhyhorn, Rhydon, Lapras, Snorlax, Bulbasaur, Ivysaur, Venusaur, Charmander, Charmeleon, Charizard, Squirtle, Wartortle, Blastoise, Larvitar, Pupitar, Tyranitar

**PLANT**

Chikorita, Bayleef, Meganium, Bellsprout, Weepinbell, Victreebel, Hoppip, Skiploom, Jumpluff, Paras, Parasect, Oddish, Gloom, Vileplume, Bellossom, Sunkern, Sunflora, Exeggcute, Exeggutor, Tangela, Bulbasaur, Ivysaur, Venusaur

**NO EGGS**

Pichu, Cleffa, Igglybuff, Togepi, Unown, Nidorina, Nidoqueen, Tyrogue, Magby, Smoochum, Elekid, Articuno, Zapdos, Moltres, Raikou, Entei, Suicune, Lugia, Ho-Oh, Mewtwo, Mew, Celebi

**MINERAL**

Geodude, Graveler, Golem, Onix, Steelix, Sudowoodo

**DRAGON**

Ekans, Arbok, Magikarp, Gyarados, Horsea, Seadra, Kingdra, Charmander, Charmeleon, Charizard, Dratini, Dragonair, Dragonite

**INDETERMINATE**

Gastly, Haunter, Gengar, Wobbuffet, Koffing, Weezing, Grimer, Muk, Slugma, Magcargo, Misdreavous

**WATER 1**

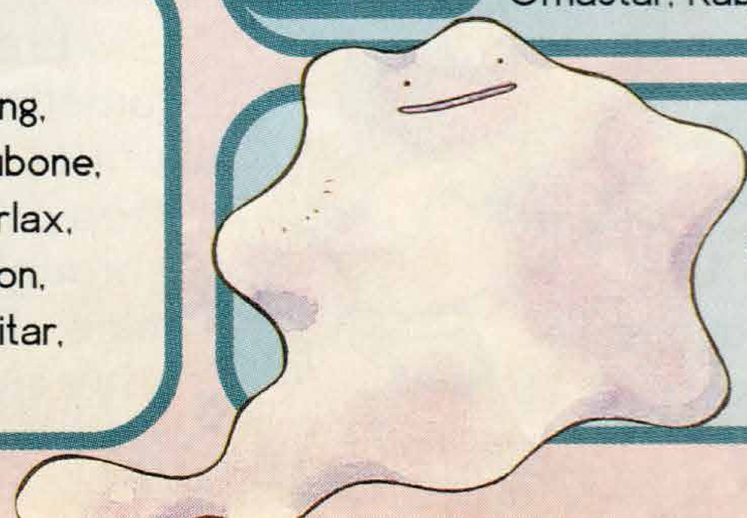
Totodile, Croconaw, Feraligatr, Wooper, Quagsire, Poliwag, Poliwhirl, Poliwrath, Politoed, Slowpoke, Slowbro, Slowking, Marill, Azumarill, Psyduck, Golduck, Corsola, Remoraid, Octillery, Seel, Dewgong, Horsea, Seadra, Kingdra, Delibird, Mantine, Lapras, Omanyte, Omastar, Kabuto, Kabutops, Squirtle, Wartortle, Blastoise, Dratini, Dragonair, Dragonite

**WATER 2**

Magikarp, Gyarados, Goldeen, Seaking, Qwilfish, Remoraid, Octillery, Chinchou, Lanturn

**WATER 3**

Tentacool, Tentacruel, Krabby, Kingler, Shellder, Cloyster, Corsola, Omanyte, Omastar, Kabuto, Kabutops



And, finally, there's the **Ditto Group**, composed of a sole member... **Ditto.**

## And Speaking of Egg Groups

...the following are not Egg Groups. But you may still find the following distinctions pretty useful.

**Always Male** Nidoran ♂, Nidorino, Nidoking, Tauros, Tyrogue, Hitmonchan, Hitmonlee, Hitmontop

**Always Female** Chansey, Blissey, Jynx, Smoochum, Kangaskhan, Miltank, Nidoran♀, Nidorina, Nidoqueen

### Pokémon in More Than 1 Egg Group

Ampharos, Arbok, Azumarill, Bayleef, Blastoise, Bulbasaur, Charizard, Charmander, Charmeleon, Chikorita, Corsola, Croconaw, Delibird, Dewgong, Dragonair, Dragonite, Dratini, Ekans, Farfetch'd, Feraligatr, Flaaffy, Golduck, Granbull, Gyarados, Hoppip, Horsea, Ivysaur, Jumpluff, Kabuto, Kabutops, Kingdra, Lapras, Magikarp, Mareep, Marill, Meganium, Nidoking, Nidoran ♀, Nidoran ♂, Nidorino, Octillery, Omanyte, Omastar, Paras, Parasect, Pikachu, Psyduck, Quagsire, Raichu, Remoraid, Rhydon, Rhyhorn, Seadra, Seel, Skiploom, Slowbro, Slowking, Slowpoke, Snubbull, Squirtle, Togetic, Totodile, Venusaur, Wartortle, Wooper

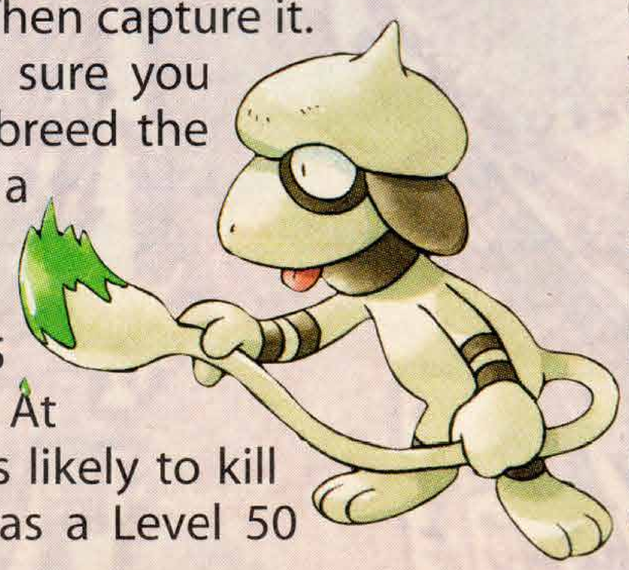
## Basic Baby Moves

But there's still one other way to learn a move from breeding. ***All Pokémon have at least one Basic move that they know when they're born.*** Basic moves will fill in any empty spots either left open from either the father having a move that's not compatible with the baby, or the father simply not having all of his move slots filled. *This* is how you get certain moves like Charm on Pichu -- who evolves later to Pikachu, and will therefore be in possession of a move that Pikachu normally can't have.

## "Chain Smeargle'ing"

Now that you know what you can pass on to a baby Pokémon, you should go and give it a try. Passing on most moves is fairly simple, provided there are only one or two of them that the baby could actually learn. Things can get a little more complicated in regard to the Egg Moves, since some are not directly accessible. This is where "Chain Smeargle'ing" and "Chain Breeding" come in handy. Breeding with Smeargle allows one to pass on any of its Egg Moves to the baby, because Smeargle can learn any move by using the Sketch move. This is its only natural move, but an effective one: Sketch permanently copies the last move Smeargle *saw being used*. To do this, find a wild Smeargle, and as you battle use the move on it that you want it to learn (just make sure it doesn't kill him), and it'll in turn use Sketch to copy permanently the move. Then capture it.

An easy way to make sure you don't kill Smeargle is to breed the move you want to a Pokémon who would normally be able to have the move, like a Level 5 Houndour with Crunch. At Level 5 Houndour isn't as likely to kill Smeargle in one shot as a Level 50 Houndoom. Then you could breed that Smeargle with an Ursaring, and produce a Level 5 Teddiursa who knows Crunch. Of course, this isn't necessary, since Ursaring can breed directly with Houndoom; we're merely illustrating how to breed high damage moves using our beloved Smeargle. If you find that you need to use this technique, because you either **(a)** have only one Pokémon with the desired move, or **(b)** don't have any more TM's of the desired type, then it's best to put a fast Pokémon who knows a SLEEP move in the front of the party. You can then make sure your Level 5 Pokémon will attack first, *since any moves you do while Smeargle's asleep will override the SLEEP move as the last move Smeargle sees.*

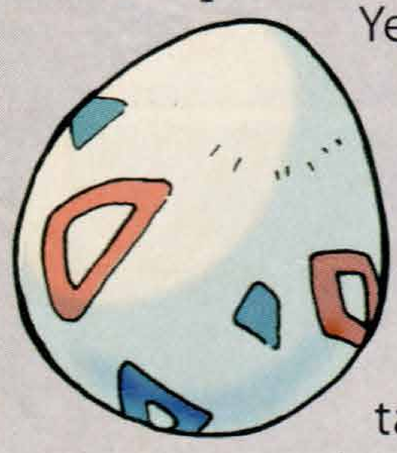


## Chain Breeding

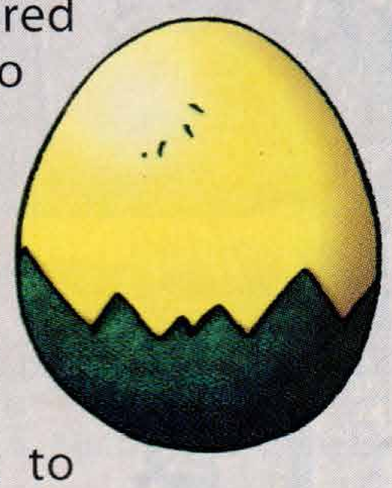
One of the most common questions in all of life: **"How does Chansey get Heal Bell?"** Miltank, as we know, is the only Pokémon with Heal Bell naturally -- but Miltank is also always female, and females cannot teach moves to eggs. This is where Smeargle once again comes to the rescue. First you need a Miltank high enough in level to learn the Heal Bell move. Next, go to the Ruins of Alph area and find a male Smeargle. Leave Miltank in the front of your active party so that Heal Bell can be used immediately upon encountering the male Smeargle, who will then Sketch the move. Now capture that Smeargle and breed it with a Snubbull or Granbull. You need to produce at least one male Snubbull, which can then breed with Chansey/Blissey -- and, *voila*, you've got Chansey with Heal Bell. This is basically how Chain Breeding works; sometimes it can go even longer, but you can just keep passing moves around through breeding more male Pokémon babies to other compatible Pokémon.

Another head-scratcher: **"How do I get Cleffa/Clefairy/Clefable to learn Mimic?"** As Ditto can't transfer any moves to the egg, the only way to get some moves is trading in a Pokémon from *Red/Blue/Yellow Versions*. A few of the old TM's and moves are still breedable, even though those moves don't normally exist in *Gold/Silver/Crystal Versions*.

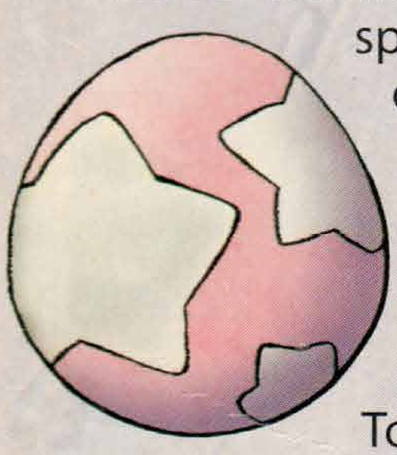
## Speeding Up The Process



Yet another ponder-point: **"How do I know when the egg is laid?"** Eggs are created after a period of time -- a "time" based not on minutes, but on steps. Each step your character takes counts as one "point" towards breeding. It usually only takes a few hundred steps to produce an egg. If the two Pokémon are very compatible, and *really* like each other, this could take under a minute. Producing eggs doesn't usually take long if there is in fact an egg that will be produced from the pair.



There are however two ways to speed this up. The first and the most obvious is using the Bicycle, which doubles your speed, allowing you to take two steps to the one you could do on foot. The other way is to use *Pokémon Stadium 2* and play the game in the Dodrio Game Boy Tower in that game. That will triple the speed of your entire *Pokémon* game. This means that with your Bicycle, and with the Dodrio Game Boy Tower mode activated, you can move at *six times* the normal rate.



To avoid being attacked by Pokémon that you just aren't concerned with while waiting for an egg to drop out, walk around in town. And what better area than right outside of the Day-Care Center? If you walk up from the Day-Care Center to the end of Goldenrod City, that's almost exactly 50 steps each way. This is simple because it lets you keep track of how far you walked without counting EVERY single step, and furthermore no random encounters will pop up along the way (aside from a few townspeople you might bump into from time to time).

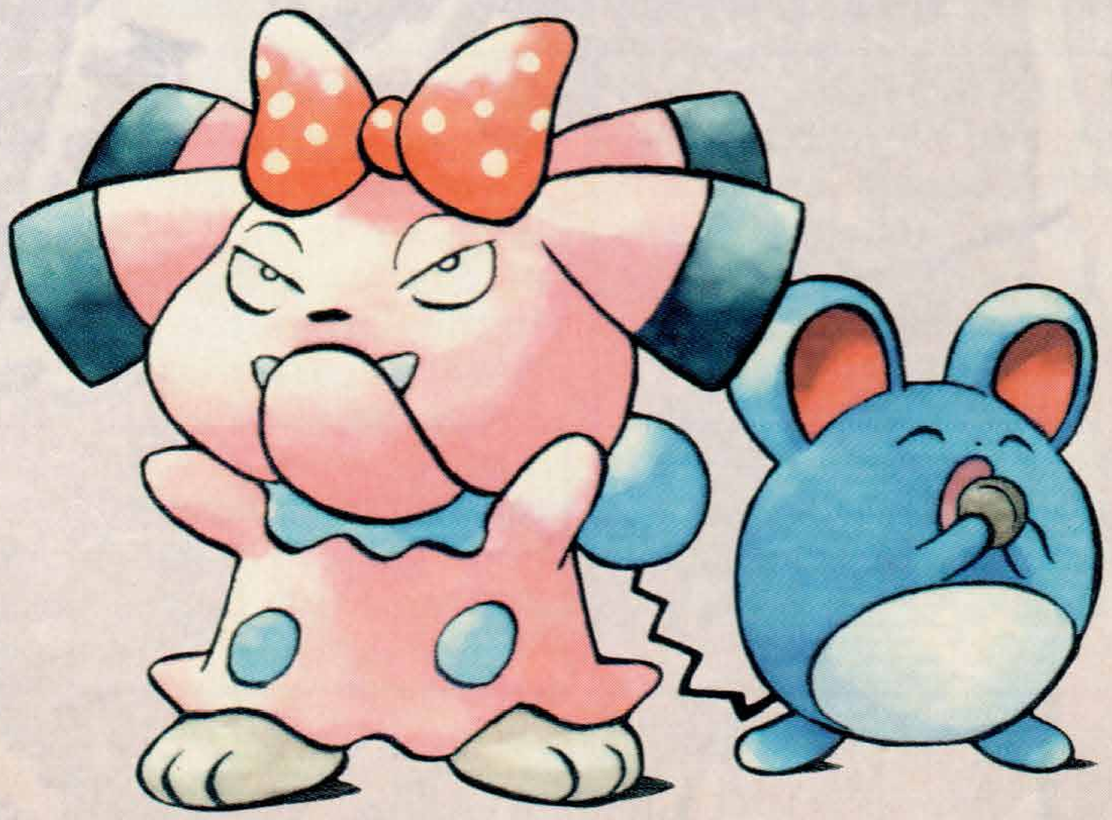
## Hatching the Egg

**"So the egg's been laid -- now when will it hatch?"** Put simply, certain Pokémon hatch faster than others. But there are a few categories to help delineate the speed of hatching. See the chart below to get a good idea of how long you may have to wait.

### Steps Till Hatching

- Magikarp takes a little over 1,000 steps to hatch.
- Cleffa, Igglybuff, Pichu, and Togepi take about 2,500 steps to hatch.
- Caterpie, Geodude, Hoothoot, Ledyba, Pidgey, Rattata, Sentret, Spearow, Spinarak, Weedle, and Zubat take almost 4,000 steps to hatch.
- Elekid, Heracross, Magby, Mantine, Misdreavous, Mr. Mime, Onix, Pinsir, Scyther, Skarmory, Smoochum, and Tyrogue take around 6,500 steps to hatch.
- Kabuto and Omanyte take about 7,500 steps to hatch.
- Aerodactyl and Eevee take about 9,000 steps to hatch.
- Chansey, Dratini, Lapras, Larvitar, and Snorlax take over 10,000 steps to hatch.
- Everyone else takes about 5,000 steps to hatch.

And in regard to speeding things up, the same tips apply to hatching the egg. Using both the Bicycle and *Pokémon Stadium 2* will cut down the time it takes drastically, making it possible to go from a breeding pair to a hatched egg in as little as three minutes. Using only the Bicycle, the breed-and-hatch cycle for an average Pokémon takes about half an hour.



# CRYSTAL POKéDEX

### How to Get This Pokémon
A brief explanation of where this Pokémon can be found in the Crystal version. The G (Gold), S (Silver), and/or C (Crystal) in the boxes below show which versions this Pokémon appears in.

### Evolution and Breeding Groups
The evolution box shows all of the Pokémon in this evolution "family" and how to get them. The icons below show which Breeding Groups (up to two) it belongs to. Unless the group is "Non-Breeding," a Pokémon can breed with any other Pokémon in any of their groups.

### TM's & HM's
The TM's and HM's that each Pokémon can learn are highlighted in black. To get more information about what these moves do and where to get the TM's, see pages 242-251.

**Celebi** 251

Can not be found in wild. Only available in upcoming Nintendo promotions.

EVOLUTION

Celebi at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leech Seed | – | 90 | 10 | Grass • Steals HP from opponent every turn |
| start | Confusion | 50 | 100 | 25 | Psychic • Confuses opponent (10% success) |
| start | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| start | Heal Bell | – | 100 | 5 | Normal • Heals all status conditions of all your Pokémon |
| 10 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from stats conditions for 5 turns |
| 20 | Ancientpower | 60 | 100 | 5 | Rock • Raises all user's abilities (10% success) |
| 30 | Future Sight | 80 | 90 | 15 | Psychic • Attacks opponent two turns later |
| 40 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokémon; new Pokémon gains any beneficial effects |
| 50 | Perish Song | – | 100 | 5 | Normal • Both Pokémon will faint in 3 turns unless switched |

TM's and HM's That Can Be Used on This Pokémon

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | | |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Grass
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 270 | 200 | 280 | 200 | 280 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| - | | | |

Moves That Can Be Learned From the Skill Teaching Elder

-

### Types & Stats
The stats here represent the typical strengths of this Pokémon at level 100. There is a great deal of variation between different Pokémon of the same name, so your results may differ drastically. To get an accurate baseline, we caught several of each Pokémon and averaged their stats out.

### Moves List
Instead of simply listing each Pokémon's moves and the levels at which it acquires them, we've tried to give as full of a description of each one as space will allow. To the right of the name are the move's Power, Accuracy (as a percentage) and PP. Below the name are the move's type and a description of its special properties. If you can't understand the abbreviated descriptions, you can look them up in the Moves Appendix that begins on page 242.

### Inherited and Tutored Moves
Inherited Moves can be learned from the parents that bred to create this Pokémon. See the Breeding Section on page 109 for details.

Some Pokémon can also learn moves from the Move Tutor that appears outside of the Goldenrod City Pokémon Center on Wednesdays and Sundays after you've beaten the Elite Four. He'll charge you 4,000 coins per move.

# Abra

63

Routes 5, 7, 8, 24, 34, 35, Goldenrod City

G S C

**EVOLUTION**

Abra at level 0 → Kadabra at level 16 → Alakazam Trade

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Teleport | – | – | 20 | **Psychic** • Escape from wild Pokémon/ Field: Return to last Pokémon Center |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Psychic**
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 100 | 60 | 50 | 240 | 140 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Barrier | – | – | 30 |
| Light Screen | – | – | 30 |

**Moves That Can Be Learned From the Move Tutor**

–

# Aerodactyl

142

Routes 14 (Trade)

G S C

**EVOLUTION**

Aerodactyl at level 0

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wing Attack | 60 | 100 | 35 | **Flying** • No special properties |
| 8 | Agility | – | 100 | 30 | **Psychic** • Greatly raises user's Speed |
| 15 | Bite | 60 | 100 | 25 | **Dark** • Added Effect: Oppt.Flinches (30% success) |
| 22 | Supersonic | – | 55 | 20 | **Normal** • Confuses opponent |
| 29 | Ancient Power | 60 | 100 | 5 | **Rock** • Added Effect: Raises all of user's abilities (10% success) |
| 36 | Scary Face | – | 90 | 10 | **Normal** • Greatly reduces opponent's Speed |
| 43 | Take Down | 90 | 85 | 20 | **Normal** • 1/4 of damage dealt is also dealt to user |
| 50 | Hyper Beam | 150 | 90 | 5 | **Normal** • User can't do anything on turn after attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Rock**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 240 | 160 | 130 | 160 | 290 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Foresight | – | 100 | 40 |
| Whirlwind | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Aipom

190

Johto Mountain Areas

**EVOLUTION**

Aipom at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 12 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokémon. New Pokémon gains any beneficial effects |
| 19 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 27 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 36 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 46 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 160 | 190 | 100 | 120 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Counter | – | 100 | 20 |
| Agility | – | 100 | 30 |
| Beat Up | 10 | 100 | 10 |
| Pursuit | 40 | 100 | 20 |
| Slam | 80 | 75 | 20 |
| Spite | – | 100 | 10 |
| Doubleslap | 15 | 85 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

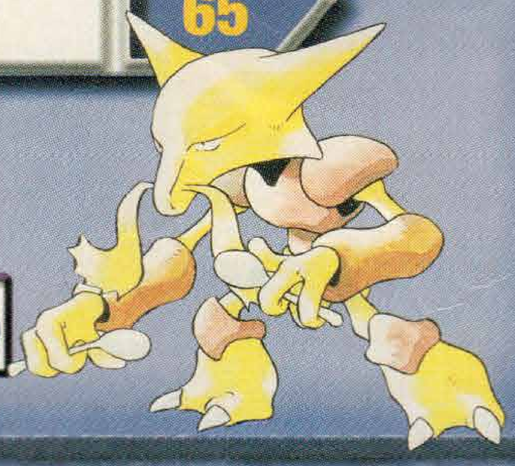
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Alakazam

65

Evolves from Kadabra



**EVOLUTION**

Abra at level 0 → Kadabra at level 16 → Alakazam Trade

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Teleport | – | 100 | 20 | Psychic • Escape from wild Pokémon/ Field: Return to last Pokémon Center |
| start | Kinesis | – | 80 | 15 | Psychic • Reduces opponent's Accuracy |
| 16 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 18 | Disable | – | 55 | 20 | Normal • Disable opponent's last used move for a few turns |
| 21 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 26 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 31 | Future Sight | 80 | 90 | 15 | Psychic • Strikes target 2 turns after being used. |
| 38 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 45 | Reflect | – | – | 20 | Psychic • Reduces damage from physical attacks by 1/2 for 5 turns |

Type 1: Psychic
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 120 | 100 | 280 | 180 | 270 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Barrier | – | 100 | 30 |
| Light Screen | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

# Ampharos

**181**

Evolves from Flaaffy

**EVOLUTION**

Mareep at level 0 → Flaaffy at level 15 → Ampharos at level 30

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Thundershock | 40 | 100 | 30 | Electric • Paralyzes opponent (10% success) |
| 18 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 27 | Cotton Spore | – | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 30 | Thunderpunch | 75 | 100 | 15 | Electric • Paralyzes opponent (10% success) |
| 42 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks by 1/2 for 5 turns |
| 57 | Thunder | 120 | 70 | 10 | Electric • Paralyzes opponent (30% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 160 | 160 | 250 | 200 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skill | Pwr. | Acc. | PP |
|---|---|---|---|
| Thunderbolt | 95 | 100 | 15 |
| Screech | - | 85 | 40 |
| Safeguard | - | 100 | 25 |
| Reflect | - | 100 | 20 |
| Body Slam | 85 | 100 | 15 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

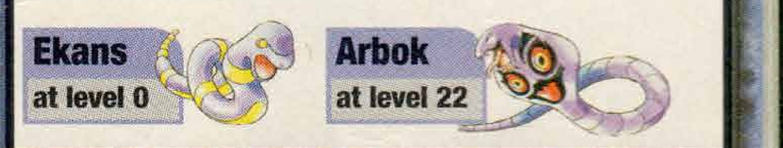
Thunderbolt

# Arbok

**24**

Routes 3, 4, 26-28, 42, Mt. Silver

**EVOLUTION**



Ekans at level 0 → Arbok at level 22

This Pokémon is in these breeding groups: GROUND, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wrap | 15 | 85 | 20 | Normal •Traps and attacks opponent continuously for 2-5 turns |
| start | Leer | – | 100 | 30 | Normal •Reduces opponent's Defense |
| 9 | Poison Sting | 15 | 100 | 35 | Poison •Poisons opponent (30% success) |
| 15 | Bite | 60 | 100 | 25 | Dark •Added effect: opponent flinches (30% success) |
| 25 | Glare | – | 75 | 30 | Normal •Paralyzes opponent |
| 33 | Screech | – | 85 | 40 | Normal •Greatly reduces opponent's Defense |
| 43 | Acid | 40 | 100 | 30 | Poison •Reduces opponent's Defense (10% success) |
| 51 | Haze | – | 100 | 30 | Ice •Cures all status conditions of user and opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 200 | 160 | 140 | 170 | 180 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Beat Up | 10 | 100 | 10 |
| Slam | 80 | 75 | 20 |
| Spite | - | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

–

# Arcanine 59

Evolves from Growlithe

**EVOLUTION**

Growlithe at level 0 → Arcanine Fire Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Roar | – | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| start | Flame Wheel | 60 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) Cures Freeze |
| 50 | Extremespeed | 80 | 100 | 5 | Normal • Always attacks before opponent, regardless of Speed |

Type 1: Fire
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 240 | 180 | 210 | 170 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Safeguard | – | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Crunch | 80 | 100 | 15 |
| Fire Spin | 15 | 70 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

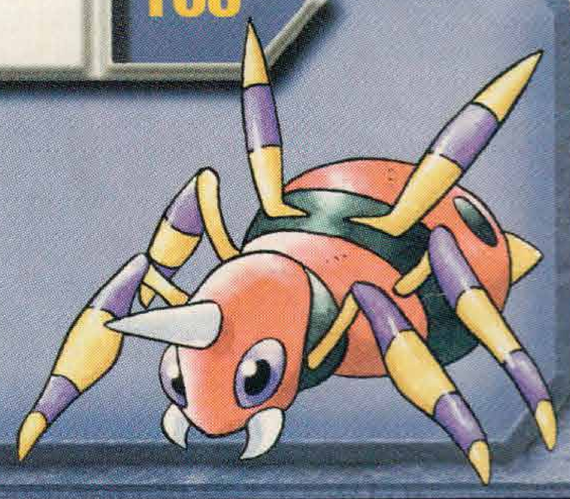
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Ariados 168

Routes 2, 37



**EVOLUTION**

Spinarak at level 0 → Ariados at level 22

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Sting | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| start | String Shot | – | 95 | 40 | Bug • Reduces opponent's Speed |
| 6 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 11 | Constrict | 10 | 100 | 35 | Normal • Reduces opponent's Speed (10% success) |
| 17 | Night Shade | – | 100 | 15 | Ghost • Damage of own level regardless of abilities |
| 25 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 34 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 43 | Spider Web | – | 100 | 10 | Bug • Opponent can't escape while user's in battle |
| 53 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 63 | Psychic | 90 | 100 | 10 | Psychic • Reduces opponent's Special Defense (10% success) |

Type 1: Bug
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 200 | 160 | 140 | 140 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Psybeam | 65 | 100 | 20 |
| Sonicboom | – | 90 | 20 |
| Baton Pass | – | 100 | 40 |
| Disable | – | 55 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

# Articuno

144

Trade from Red / Blue / Yellow

**EVOLUTION**

Artricuno at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Gust | 40 | 100 | 35 | Flying • No special properties |
| start | Powder Snow | 40 | 100 | 25 | Ice • Added Effect: Freezes opponent (10% success) |
| 13 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower abilities |
| 25 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 37 | Mind Reader | – | 100 | 5 | Normal • User's next attack will always hit |
| 49 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect: Freezes opponent (10% success) |
| 61 | Reflect | – | 100 | 20 | Psychic • Reduces damage from oppt.'s Physical attacks by 1/2 for 5 turns |
| 73 | Blizzard | 120 | 70 | 5 | Ice • Added Effect: Freezes opponent (10% success) |

Type 1: Ice
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 180 | 220 | 220 | 280 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

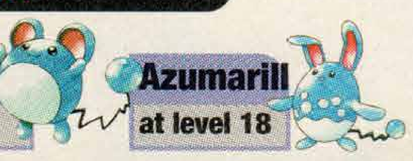
# Azumarill

184

Evolves from Marill

**EVOLUTION**

Marill at level 0 → Azumarill at level 18



This Pokémon is in these breeding groups: FAIRY, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| 3 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 6 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 15 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns, Power increases each turn until misses |
| 25 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 36 | Take Down | 90 | 85 | 20 | Psychic • Reduces damage from Special attacks by 1/2 for 5 turns |
| 36 | Double-Edge | 120 | 100 | 15 | Normal • Raises your evasion by one level |
| 48 | Rain Dance | – | 100 | 5 | Water • Raises Power of Water-type attacks for 5 turns |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 120 | 170 | 120 | 180 | 120 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Supersonic | – | 55 | 20 |
| Belly Drum | – | 100 | 10 |
| Foresight | – | 100 | 40 |
| Future Sight | 80 | 90 | 15 |
| Light Screen | – | 100 | 30 |
| Perish Song | – | 100 | 5 |
| Present | – | 90 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Bayleef

**153**

Evolves from Chikorita

**EVOLUTION**

| Chikorita | Bayleef | Meganium |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: MONSTER, PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 12 | Reflect | – | 100 | 20 | Psychic • Reduces damage from Physical attacks |
| 15 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 23 | Synthesis | – | 100 | 5 | Grass • Refills HP based on time of day |
| 31 | Body Slam | 85 | 100 | 15 | Normal • Paralyzes opponent (30% chance) |
| 39 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks |
| 47 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions |
| 55 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 150 | 180 | 150 | 180 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Ancient Power | 60 | 100 | 5 |
| Vine Whip | 35 | 100 | 10 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Leech Seed | – | 90 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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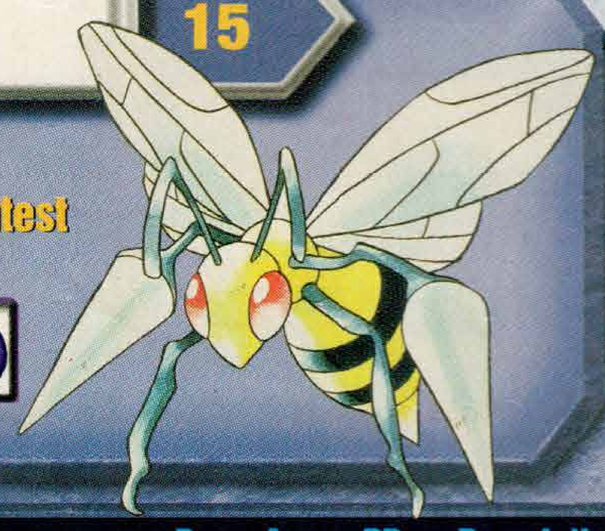
## Beedrill

**15**

ILEX Forest
Bug Catching Contest



**EVOLUTION**

| Weedle | Kakuna | Beedrill |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| 10 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 15 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 20 | Twineedle | 25 | 100 | 20 | Bug • Attacks twice; Poisons opponent (20% success) |
| 25 | Rage | 20 | 100 | 20 | Normal • If continuously used, Power grows as user is damaged |
| 30 | Pursuit | 40 | 100 | 20 | Dark • Hits newly changed Pokemon for 2x damage |
| 35 | Pin Missile | 14 | 85 | 20 | Bug • Attacks 2-5 times in one move |
| 40 | Agility | – | 100 | 30 | Psychic • Greatly raises user's speed |

Type 1: Bug
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 190 | 110 | 100 | 170 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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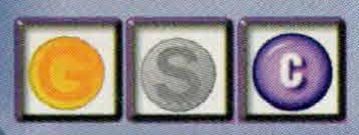
# Bellossom

182

Evolves from Gloom



**EVOLUTION**

| Oddish | Gloom | Vileplume | or Bellossom |
|---|---|---|---|
| at level 0 | at level 21 | Leaf Stone | Sun Stone |

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Absorb | 20 | 100 | 20 | Grass • Refills HP by half of damage dealt to opponent |
| start | Sweet Scent | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field:Attracts wild Pokémon |
| start | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| start | Petal Dance | 70 | 100 | 20 | Grass • Attacks 2-3 turns in a row, then user becomes Confused |
| 55 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 190 | 200 | 190 | 210 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Synthesis | – | 100 | 5 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Razor Leaf | 55 | 95 | 25 |

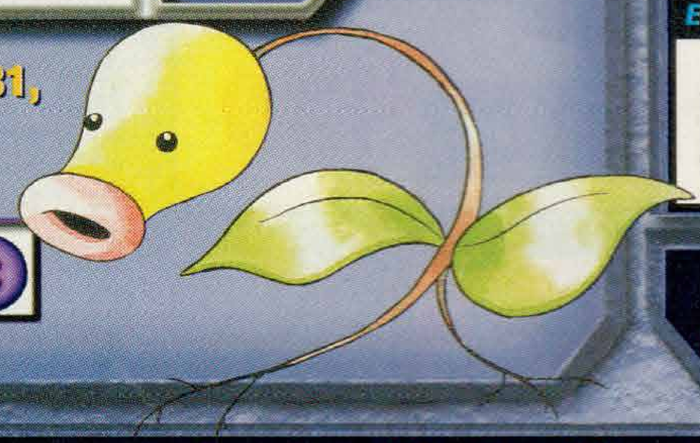
**Moves That Can Be Learned From the Move Tutor**

–

# Bellsprout

69

Routes 24, 25, 31, 32, 36, 44



**EVOLUTION**

| Bellsprout | Weepinbell | Victreebel |
|---|---|---|
| at level 0 | at level 21 | Leaf Stone |

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Vine Whip | 35 | 100 | 10 | Grass • Normal Attack |
| 6 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |
| 11 | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppponent continuously for 2-5 turns |
| 15 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to sleep |
| 17 | PoisonPowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 19 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 23 | Acid | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 30 | Sweet Scent | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokemon |
| 37 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 45 | Slam | 80 | 75 | 20 | Normal • Normal Attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Grass
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 170 | 90 | 160 | 80 | 110 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Reflect | – | 100 | 20 |
| Encore | – | 100 | 5 |
| Synthesis | – | 100 | 5 |
| Swords Dance | – | 100 | 30 |
| Leech Life | 20 | 100 | 15 |

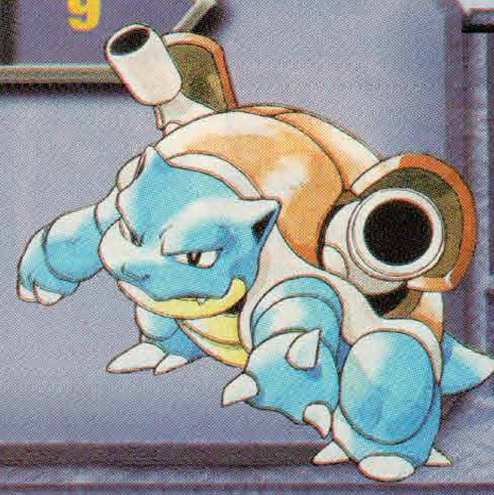
**Moves That Can Be Learned From the Move Tutor**

–

# Blastoise

9

Evolves from Wartortle



**EVOLUTION**

| Squirtle | Wartortle | Blastoise |
|---|---|---|
| at level 0 | at level 16 | at level 36 |

This Pokémon is in these breeding groups: MONSTER, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 10 | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 19 | Bite | 60 | 100 | 25 | Dark • Added Effect: Oppt Flinches (30% success) |
| 25 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 31 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 42 | Rain Dance | – | 100 | 5 | Water • Raises power of Water-type attacks for 5 turns |
| 55 | Skull Bash | 100 | 100 | 15 | Normal • 2nd turn attack, also raises user's Defense |
| 68 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 170 | 130 | 110 | 130 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Flail | – | 100 | 15 |
| Confusion | 50 | 100 | 25 |
| Foresight | – | 100 | 40 |
| Mirror Coat | – | 100 | 20 |
| Mist | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Blissey

242

Evolves from Chansey

**EVOLUTION**

| Chansey | Blissey |
|---|---|
| at level 0 | by Taming |

This Pokémon is in these breeding groups: FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| 4 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Softboiled | – | 100 | 10 | Normal • Refills 1/2 of Max HP/Field:Shares 1/5 of own HP with team |
| 13 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 18 | Minimize | – | 100 | 20 | Normal • Raises user's Evasion |
| 23 | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 28 | Egg Bomb | 100 | 75 | 10 | Normal • No special properties |
| 33 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 40 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 47 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 170 | 130 | 110 | 130 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | - | 90 | 15 |
| Heal Bell | - | 100 | 5 |
| Metronome | - | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Bulbasaur

**1**

Trade from Red / Blue / Yellow

**EVOLUTION**

| Bulbasaur | Ivysaur | Venusaur |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: PLANT / MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Leech Seed | – | 90 | 10 | Grass • Steals a bit of HP from oppt. every turn until battle ends |
| 10 | Vine Whip | 35 | 100 | 10 | Grass • No special properties |
| 15 | Poisonpowder | - | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Sleep Powder | – | 75 | 15 | Grass •Puts opponent to Sleep |
| 20 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 25 | Sweet Scent | – | 100 | 20 | Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon |
| 32 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |
| 39 | Synthesis | – | 100 | 5 | Grass• Refills HP. Efficacy changes based on time of day |
| 46 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 100 | 110 | 200 | 200 | 170 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Light Screen | – | 100 | 30 |
| Petal Dance | 70 | 100 | 20 |
| Razor Wind | 80 | 75 | 10 |
| Skull Bash | 100 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Butterfree

**12**

Ilex Forest Bug-Catching Contest, Routes 2, 24, 25

G S C

**EVOLUTION**

| Caterpie | Metapod | Butterfree |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| 10 | Confusion | 50 | 100 | 25 | Psychic • Confuses opponent (10% success) |
| 13 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 14 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 15 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 18 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 23 | Whirlwind | – | 100 | 20 | Normal • Forces opponent to switch Pokemon |
| 28 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 34 | Psybeam | 65 | 100 | 20 | Psychic • Confuses opponent (10% success) |
| 40 | Safeguard | – | 100 | 25 | Normal• Protects from status conditions for 5 turns |

Type 1: Bug
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 100 | 110 | 200 | 200 | 170 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Caterpie 10

**Johto Woods Regions, Bug-Catching Contest Routes 2, 24-25, 30, 31**

**EVOLUTION**

| Caterpie | Metapod | Butterfree |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

**This Pokémon is in these breeding groups:** BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Tackle** | 35 | 95 | 35 | Normal • No special properties |
| start | **String Shot** | – | 95 | 40 | Bug • Reduces opponent's Speed |

| Type 1 | Type 2 |
|---|---|
| Bug | - |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 80 | 100 | 50 | 50 | 110 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Chansey 113

**Routes 13-15**

**EVOLUTION**

| Chansey | Blissey |
|---|---|
| at level 0 | By Taming |

**This Pokémon is in these breeding groups:** FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Pound** | 40 | 100 | 35 | Normal • No special properties |
| 5 | **Growl** | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | **Tail Whip** | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | **Softboiled** | – | 100 | 10 | Normal • Refills 1/2 of Max HP/Field:Shares 1/5 of own HP with team |
| 17 | **Doubleslap** | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 23 | **Minimize** | – | 100 | 20 | Normal • Raises user's Evasion |
| 29 | **Sing** | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 35 | **Egg Bomb** | 100 | 75 | 10 | Normal • No special properties |
| 41 | **Defense Curl** | – | 100 | 40 | Normal • Raises Defense |
| 49 | **Light Screen** | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 57 | **Double-Edge** | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

| Type 1 | Type 2 |
|---|---|
| Normal | - |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 630 | 20 | 20 | 80 | 220 | 135 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | - | 90 | 15 |
| Heal Bell | - | 100 | 5 |
| Metronome | - | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

- Flamethrower
- Thunderbolt
- Ice Beam

# Charizard

6

Evolves from Charmeleon

**EVOLUTION**

| Charmander | Charmeleon | Charizard |
|---|---|---|
| at level 0 | at level 16 | at level 36 |

This Pokémon is in these breeding groups: MONSTER, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Defense |
| 7 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 13 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 20 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 27 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 34 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 36 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 44 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 54 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 64 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |

Type 1: Fire
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 180 | 170 | 210 | 170 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Beat Up | 10 | 100 | 10 |
| Belly Drum | – | 100 | 10 |
| Bite | 60 | 100 | 25 |
| Outrage | 90 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Charmander

4

Trade from Red / Blue / Yellow

**EVOLUTION**

| Charmander | Charmeleon | Charizard |
|---|---|---|
| at level 0 | at level 16 | at level 36 |

This Pokémon is in these breeding groups: MONSTER, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 13 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 19 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 25 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 31 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 37 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 43 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 49 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |

Type 1: Fire
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 120 | 110 | 130 | 110 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Beat Up | 10 | 100 | 10 |
| Belly Drum | – | 100 | 10 |
| Bite | 60 | 100 | 25 |
| Outrage | 90 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Charmeleon

5

Evolves from Charmander

**EVOLUTION**

| Charmander | Charmeleon | Charizard |
|---|---|---|
| at level 0 | at level 16 | at level 36 |

This Pokémon is in these breeding groups: MONSTER, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal •Reduces opponent's Defense |
| 7 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 13 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 20 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 27 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 34 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 41 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 48 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 55 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |

Type 1: Fire
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 140 | 130 | 120 | 140 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Beat Up | 10 | 100 | 10 |
| Belly Drum | – | 100 | 10 |
| Bite | 60 | 100 | 25 |
| Outrage | 90 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Chikorita

152

Acquire in New Bark Town

**EVOLUTION**

| Chikorita | Bayleef | Meganium |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: MONSTER, PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 12 | Reflect | – | 100 | 20 | Psychic • Reduces damage from Physical attacks |
| 15 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 22 | Synthesis | – | 100 | 5 | Grass • Refills HP based on time of day |
| 29 | Body Slam | 85 | 100 | 15 | Normal • Paralyzes opponent (30% chance) |
| 36 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks |
| 43 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions |
| 50 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 150 | 110 | 140 | 110 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Vine Whip | 35 | 100 | 10 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Leech Seed | – | 90 | 10 |

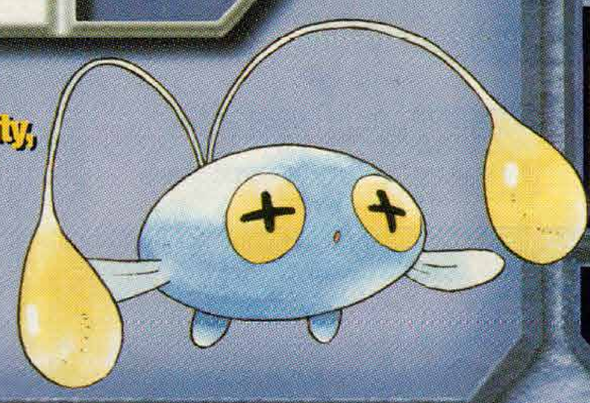
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Chinchou 170

Routes 20, 21, 26, 27, 41, New Bark Town, Olivine City, Vermilion City, Cinnabar Island, Pallet Town



**EVOLUTION**

Chinchou at level 0 → Lanturn at level 27

This Pokémon is in these breeding groups: WATER 2

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| start | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 5 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 13 | Flail | – | 100 | 15 | Normal • The lower your remaining HP, the more damage caused to oppt. |
| 17 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 25 | Spark | 65 | 100 | 20 | Electric • Added Effect: Paralyzes oppt. (30% success) |
| 29 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 37 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 41 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: Electric

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 100 | 100 | 140 | 140 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Flail | – | 100 | 15 |
| Supersonic | – | 55 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Clefable 36

Evolves from Clefairy

**EVOLUTION**

Cleffa (From Egg) → Clefairy (by Taming) → Clefable (Moon Stone)

This Pokémon is in these breeding groups: FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| start | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| start | Metronome | – | 100 | 10 | Normal • Uses a randomly selected move |
| start | Moonlight | – | 100 | 5 | Normal • Refills HP |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 170 | 170 | 200 | 210 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Present | – | 90 | 15 |
| Belly Drum | – | 100 | 10 |
| Metronome | – | 100 | 10 |
| Mimic | – | 100 | 10 |
| Splash | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

## Clefairy 35

**Routes 3 and 4, Mt. Moon**

**EVOLUTION**

| Cleffa | Clefairy | Clefable |
|---|---|---|
| From Egg | by Taming | Moon Stone |

This Pokémon is in these breeding groups: FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| 4 | Encore | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 8 | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 13 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 19 | Minimize | – | 100 | 20 | Normal • Raises user's Evasion |
| 26 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 34 | Metronome | – | 100 | 10 | Normal • Uses a randomly selected move |
| 43 | Moonlight | – | 100 | 5 | Normal • Refills HP |
| 53 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks by 1/2 for 5 turns |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 120 | 130 | 150 | 160 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Present | – | 90 | 15 |
| Belly Drum | – | 100 | 10 |
| Metronome | – | 100 | 10 |
| Mimic | – | 100 | 10 |
| Splash | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

## Cleffa 173

**Acquire from Egg**

**EVOLUTION**

| Cleffa | Clefairy | Clefable |
|---|---|---|
| From Egg | by Taming | Moon Stone |

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| start | Charm | – | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 4 | Encore | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 8 | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 13 | Sweet Kiss | – | 75 | 10 | Normal • Confuses opponent |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 70 | 70 | 110 | 130 | 50 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Present | – | 90 | 15 |
| Belly Drum | – | 100 | 10 |
| Metronome | – | 100 | 10 |
| Mimic | – | 100 | 10 |
| Splash | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

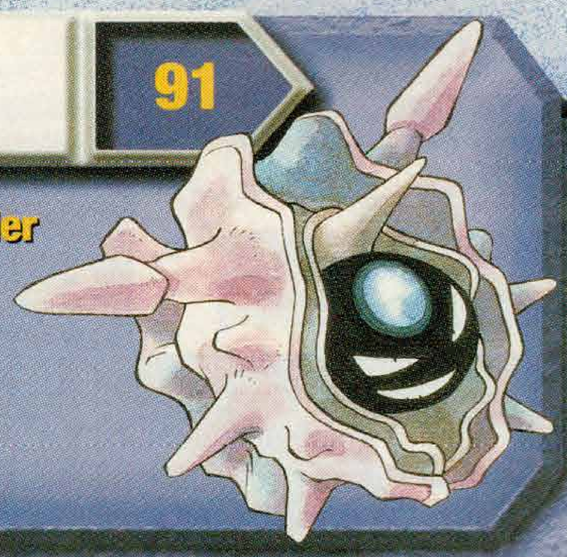
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Cloyster

**91**

Evolves from Shellder



**EVOLUTION**

Shellder at level 0 → Cloyster Water Stone

This Pokémon is in these breeding groups: **WATER 3**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Withdraw | – | 100 | 40 | Water • Raises user's defense |
| start | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| start | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces opponent's Attack (10% success) |
| start | Protect | – | 100 | 10 | Normal • Protects from any attack; if used again, success % decreases |
| 33 | Spikes | – | 100 | 20 | Ground • Whenever an opponent brings in a new Pokémon it takes damage |
| 41 | Spike Cannon | 20 | 100 | 15 | Normal • Attacks 2-5 times in one turn |

Type 1: **Water**
Type 2: **Ice**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 200 | 400 | 200 | 120 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Barrier | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |
| Take Down | 90 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

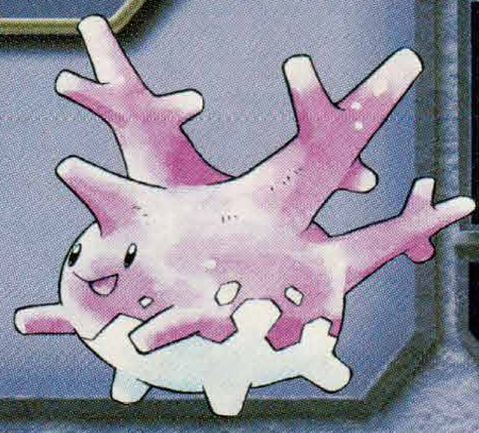
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Corsola

**222**

Routes 19, 34, 40, Olivine City, Cianwood City, etc.



**EVOLUTION**

Corsola at level 0

This Pokémon is in these breeding groups: **WATER 1** **WATER 3**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 7 | Harden | – | 100 | 30 | Normal • Raises user's defense |
| 13 | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% ) |
| 19 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 25 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces opponent's Speed (10% ) |
| 31 | Spike Cannon | 20 | 100 | 15 | Normal • Attacks 2-5 times in one turn |
| 37 | Mirror Coat | – | 100 | 20 | Psychic • Attacks 2nd, deals 2X Special damage just received |
| 43 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: raises all user's abilities (10% success) |

Type 1: **Water**
Type 2: **Rock**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 120 | 200 | 150 | 190 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Rock Slide | 75 | 90 | 10 |
| Safeguard | – | 100 | 25 |
| Amnesia | – | 100 | 20 |
| Mist | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

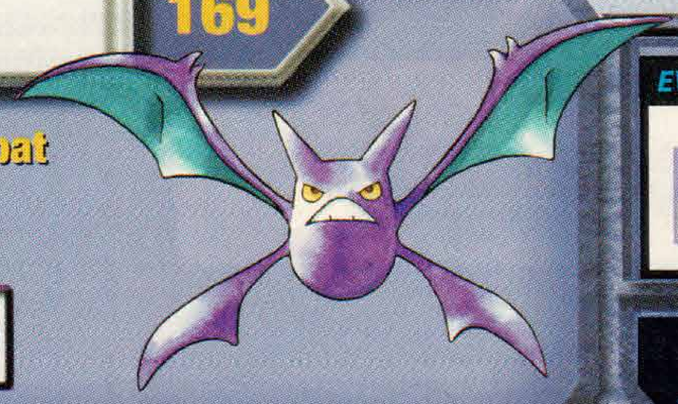
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Crobat

**169**

**Evolves from Golbat**



G S C

**EVOLUTION**

| Zubat | Golbat | Crobat |
|---|---|---|
| at level 0 | at level 22 | By Taming |

**This Pokémon is in these breeding groups:** FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| start | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 6 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 12 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 19 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 30 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 42 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user's in battle |
| 55 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent. |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Poison
**Type 2:** Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 200 | 190 | 160 | 180 | 280 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Gust | 40 | 100 | 35 |
| Whirlwind | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

–

# Croconaw

**159**

**Evolves from Totodile**

G S C

**EVOLUTION**

| Totodile | Croconaw | Feraligatr |
|---|---|---|
| at level 0 | at level 18 | at level 30 |

**This Pokémon is in these breeding groups:** WATER 1 | MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Rage | 20 | 100 | 20 | Normal • Power grows as user is damaged |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 21 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% chance) |
| 28 | Scary Face | – | 90 | 10 | Normal • Greatly reduces oppt's Speed |
| 37 | Slash | 70 | 100 | 20 | Normal • Good chance for critical hit |
| 45 | Screech | – | 85 | 40 | Normal • Greatly reduces oppt's Defense |
| 55 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Water
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 240 | 230 | 180 | 180 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Hydro Pump | 120 | 80 | 5 |
| Rock Slide | 75 | 90 | 10 |
| Razor Wind | 80 | 75 | 10 |
| Crunch | 80 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Cubone 104

**Goldenrod City, Rock Tunnel**

**EVOLUTION**

Cubone at level 0 → Marowak at level 28

This Pokémon is in these breeding groups: **MONSTER**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | - | 100 | 40 | Normal • Reduces opponent's Attack |
| 5 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Bone Club | 65 | 85 | 20 | Ground • Added Effect: Opponent Flinches (10% success) |
| 13 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30%)/Field:Knock Pokémon from trees |
| 17 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 21 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 25 | Bonemerang | 50 | 90 | 10 | Ground • Attacks twice in one turn |
| 29 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 33 | False Swipe | 40 | 100 | 40 | Normal • Always leaves oppt. with at least 1 HP |
| 37 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes confused |
| 41 | Bone Rush | 25 | 80 | 10 | Ground • Attacks 2-5 times in one turn |

Type 1: **Ground**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 120 | 210 | 110 | 130 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Perish Song | – | 100 | 5 |
| Belly Drum | – | 100 | 10 |
| Swords Dance | – | 100 | 30 |
| Skull Bash | 100 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

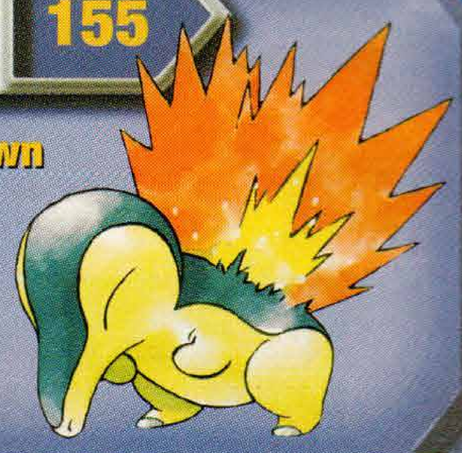
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam

## Cyndaquil 155

**Acquire in New Bark Town**



**EVOLUTION**

Cyndaquil at level 0 → Quilava at level 14 → Typhlosion at level 36

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 12 | Ember | 40 | 100 | 25 | Fire • Burns opponent (10% chance) |
| 19 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| 27 | Flame Wheel | 60 | 100 | 25 | Fire • Burns opponent (10% chance) |
| 36 | Swift | 60 | 100 | 20 | Normal • Always hits opponent, except dig, fly, etc. |
| 46 | Flamethrower | 95 | 100 | 15 | Fire • Burns opponent (10% chance) |

Type 1: **Fire**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 120 | 100 | 140 | 120 | 150 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Reversal | – | 100 | 15 |
| Submission | 80 | 80 | 25 |
| Foresight | – | 100 | 40 |
| Fury Swipes | 18 | 85 | 15 |
| Quick Attack | 40 | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Delibird

225

Ice Path

**EVOLUTION**

Delibird at level 0

This Pokémon is in these breeding groups: GROUND, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Present** | - | 90 | 15 | Normal • Randomly deals 40, 80, or 120 damage, or refills 80 HP |

| Type 1 | Type 2 |
|---|---|
| Ice | Flying |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 190 | 190 | 160 | 160 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Splash | – | 100 | 40 |
| Future Sight | 80 | 90 | 15 |
| Rapid Spin | 20 | 100 | 40 |
| Quick Attack | 40 | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Dewgong

87

Evolves from Seel

**EVOLUTION**

Seel at level 0 → Dewgong at level 34

This Pokémon is in these breeding groups: WATER 1, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Headbutt** | 70 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees |
| 5 | **Growl** | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 16 | **Aurora Beam** | 65 | 100 | 20 | Ice • Added Effect: Reduces oppt.'s Attack (10% success) |
| 21 | **Rest** | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for next 2 turns |
| 32 | **Take Down** | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 43 | **Ice Beam** | 95 | 100 | 10 | Ice • Added Effect: Freezes opponent (10% success) |
| 60 | **Safeguard** | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |

| Type 1 | Type 2 |
|---|---|
| Water | Ice |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 180 | 190 | 180 | 230 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Peck | 35 | 100 | 35 |
| Perish Song | – | 100 | 5 |
| Disable | – | 55 | 20 |
| Lick | 20 | 100 | 30 |
| Slam | 80 | 75 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Diglett

**50**

**Diglett's Cave**

**EVOLUTION**

Diglett at level 0 → Dugtrio at level 26

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 5 | Growl | - | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Magnitude | – | 100 | 30 | Ground • Power randomly changes (10, 30, 50, 70, 90, 110, 150) |
| 17 | Dig | 60 | 100 | 10 | Ground • Attacks on 2nd turn/Field: Escapes from caves |
| 25 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 33 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 41 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 49 | Fissure | – | 30 | 5 | Ground • If it hits, opponent Faints |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Ground**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 150 | 130 | 70 | 100 | 120 | 200 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Beat Up | 10 | 100 | 10 |
| Faint Attack | 60 | – | 20 |
| Ancientpower | 60 | 100 | 5 |
| Pursuit | 40 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

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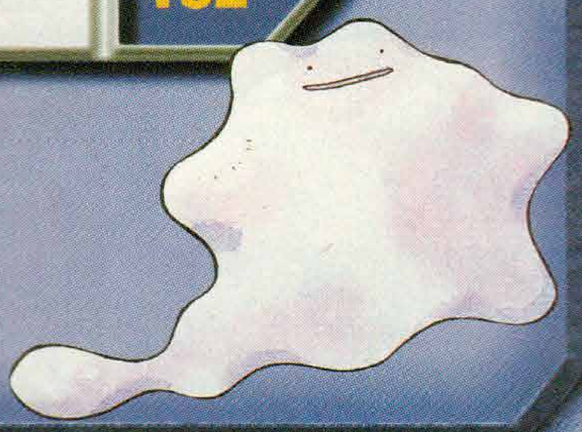
# Ditto

**132**

**Routes 34 and 35**



**EVOLUTION**

Ditto at level 0

This Pokémon is in these breeding groups: **DITTO**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Transform | – | 100 | 10 | Normal • User becomes copy of opponent, but keeps own stats |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 110 | 110 | 110 | 110 | 110 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|

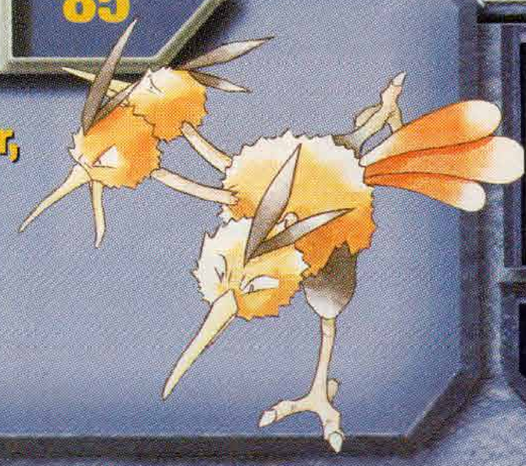
**Moves That Can Be Learned From the Move Tutor**

–

# Dodrio

**85**

**Routes 27-28, Mt. Silver, Blackthorn City**



**EVOLUTION**

Doduo at level 0 → Dodrio at level 31

**This Pokémon is in these breeding groups:** FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 13 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 21 | Tri Attack | 80 | 100 | 10 | Normal • Paralyzes, Burns or Freezes oppt. (20%) |
| 25 | Rage | 20 | 100 | 15 | Normal • If used continuously, Power grows as user is damaged |
| 38 | Drill Peck | 80 | 100 | 20 | Flying • No special properties |
| 47 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Normal
**Type 2:** Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 220 | 150 | 150 | 150 | 230 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Supersonic | – | 55 | 20 |
| Flail | – | 100 | 15 |
| Haze | – | 100 | 30 |
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

–

# Doduo

**84**

**Routes 22, 26-28, Mt. Silver**

**EVOLUTION**

Doduo at level 0 → Dodrio at level 31

**This Pokémon is in these breeding groups:** FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 13 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 21 | Tri Attack | 80 | 100 | 10 | Normal • Paralyzes, Burns or Freezes oppt. (20%) |
| 25 | Rage | 20 | 100 | 15 | Normal • If used continuously, Power grows as user is damaged |
| 33 | Drill Peck | 80 | 100 | 20 | Flying • No special properties |
| 37 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Normal
**Type 2:** Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 180 | 100 | 100 | 100 | 180 |

**Moves That Can be Inherited When Hatched From an Egg**

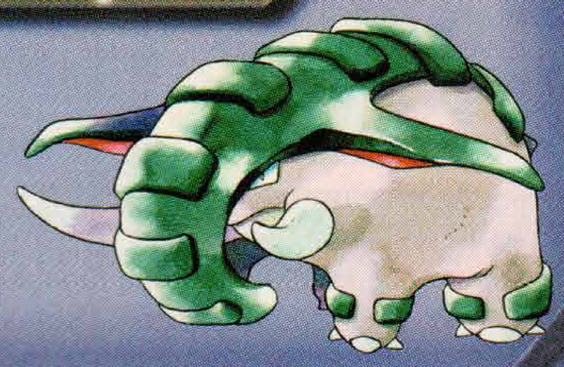
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Supersonic | – | 55 | 20 |
| Flail | – | 100 | 15 |
| Haze | – | 100 | 30 |
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

–

# Donphan 232

Route 45



**EVOLUTION**

Phanpy at level 0 → Donphan at level 25

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 17 | Flail | – | 100 | 15 | Normal • Gains Power based on HP user has |
| 25 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 33 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until it misses |
| 41 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 49 | Earthquake | 100 | 100 | 10 | Ground • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ground
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 260 | 260 | 140 | 140 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Water Gun | 40 | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Focus Energy | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

–

# Dragonair 148

Route 45 and Dragon's Den
Evolves from Dratini

**EVOLUTION**

Dratini at level 0 → Dragonair at level 30 → Dragonite at level 55

This Pokémon is in these breeding groups: DRAGON, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 15 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20%) |
| 22 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 29 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 38 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 47 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 56 | Outrage | 90 | 100 | 15 | Dragon • Attacks 2-3 turns in a row, then user becomes confused |
| 65 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Dragon
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 200 | 170 | 170 | 170 | 170 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Mist | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Light Screen | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

# Dragonite

**149**

Evolves from Dragonair.

**EVOLUTION**

| Dratini | Dragonair | Dragonite |
|---|---|---|
| at level 0 | at level 30 | at level 55 |

This Pokémon is in these breeding groups: DRAGON, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 15 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20%) |
| 22 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 29 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 38 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 47 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 55 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 61 | Outrage | 90 | 100 | 15 | Dragon • Attacks 2-3 turns in a row, then user becomes confused |
| 75 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: Dragon
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 280 | 210 | 230 | 230 | 180 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Mist | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Light Screen | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

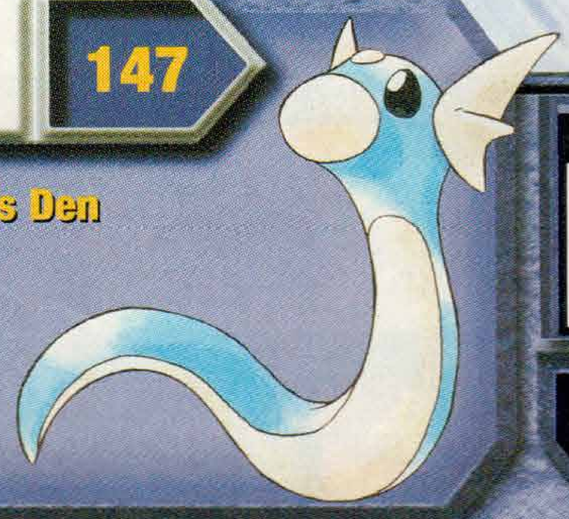
**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

# Dratini

**147**

Route 45 and Dragon's Den



**EVOLUTION**

| Dratini | Dragonair | Dragonite |
|---|---|---|
| at level 0 | at level 30 | at level 55 |

This Pokémon is in these breeding groups: DRAGON, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 15 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20%) |
| 22 | Dragon Rage | – | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 29 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 36 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 43 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 50 | Outrage | 90 | 100 | 15 | Dragon • Attacks 2-3 turns in a row, then user becomes confused |
| 57 | Hyper beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: Dragon
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 140 | 100 | 130 | 130 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Mist | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Light Screen | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam
Flamethrower
Thunderbolt

## Drowzee 96

Routes 6, 11, 34, 35

**EVOLUTION**

Drowzee at level 0 → Hypno at level 26

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| start | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to Sleep |
| 10 | Disable | – | 55 | 20 | Normal • Disable opponent's last used move for a few turns |
| 18 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 25 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees |
| 31 | Poison Gas | – | 55 | 40 | Poison • Opponent becomes Poisoned |
| 36 | Meditate | – | 100 | 40 | Psychic • Raises user's Attack |
| 40 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 43 | Psych Up | – | 100 | 10 | Normal • Oppt's moves with beneficial effects also affect your Pokémon |
| 45 | Future Sight | 80 | 90 | 15 | Psychic • Attacks opponent two turns later |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Psychic**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 120 | 110 | 100 | 190 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Barrier | – | 100 | 30 |
| Light Screen | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

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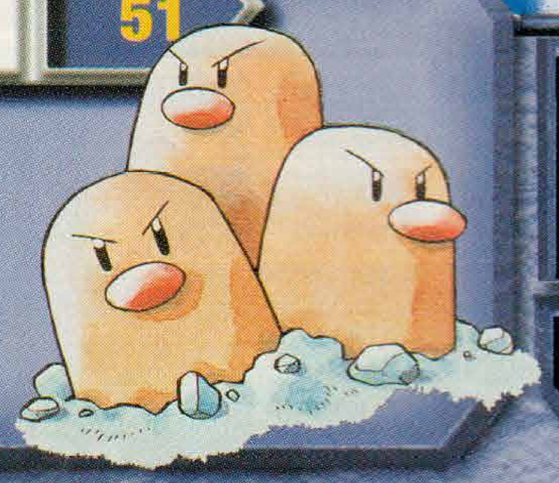
## Dugtrio 51

Diglett's Cave
Evolves from Diglett



**EVOLUTION**

Diglett at level 0 → Dugtrio at level 26

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Tri Attack | 80 | 100 | 10 | Normal • 20% chance of either freezing, burning or paralyzing oppt. |
| 5 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Magnitude | – | 100 | 30 | Ground • Power randomly changes (10, 30, 50, 70, 90, 110, 150) |
| 17 | Dig | 60 | 100 | 10 | Ground • Attacks on 2nd turn/Field: Escapes from caves |
| 25 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 37 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 49 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 61 | Fissure | – | 30 | 5 | Ground • If it hits, opponent Faints |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Ground**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 180 | 130 | 120 | 100 | 200 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Beat Up | 10 | 100 | 10 |
| Faint Attack | 60 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Pursuit | 40 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

–

## Dunsparce 206

Dark Cave

**EVOLUTION**

Dunsparce at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Rage | 20 | 100 | 20 | Normal • Power grows as user is damaged |
| 5 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 13 | Glare | – | 75 | 30 | Normal • Paralyzes opponent |
| 18 | Spite | – | 100 | 10 | Ghost • Reduces PP of opponent's last used move by 2-5 |
| 26 | Pursuit | 40 | 100 | 20 | Dark • Hits newly changed Pokémon for 2x damage |
| 30 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 38 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 190 | 150 | 200 | 150 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

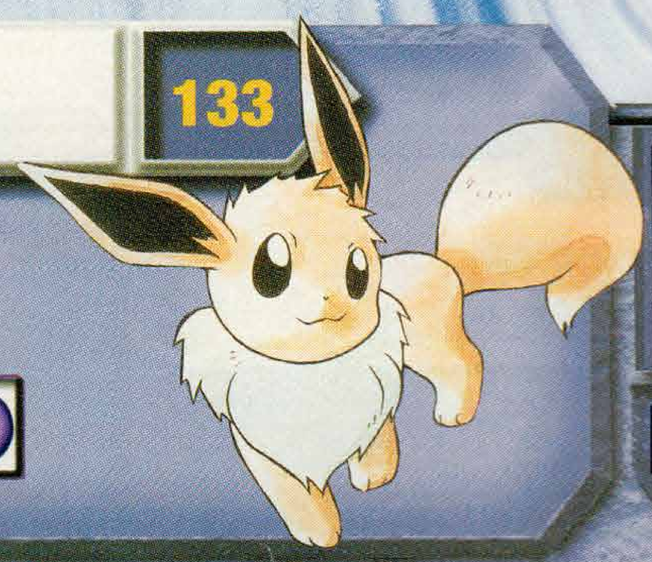
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Bide | – | 100 | 10 |
| Bite | 60 | 100 | 25 |
| Rage | 20 | 100 | 20 |
| Rock Slide | 75 | 90 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Eevee 133

Goldenrod City



**EVOLUTION**

Eevee at level 0
Espeon — Taming +Day or Morn
Vaporeon — Water Stone
Jolteon — Thunderstone
Flareon — Fire Stone
Umbreon — Taming +Nite time

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 36 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokémon; new Pokémon gains any effects |
| 42 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 120 | 110 | 110 | 150 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

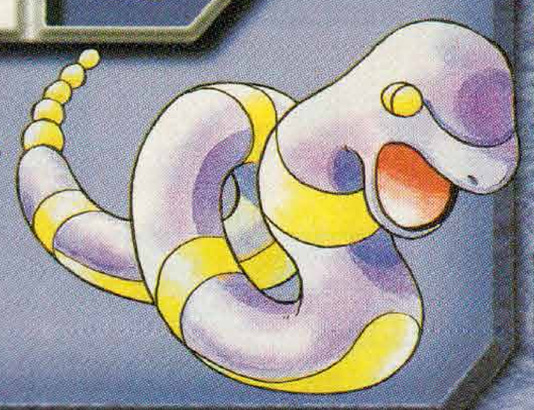
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

# Ekans

23

Johto Mountains and Woods Regions, Routes 3, 4, 32, 33, 42



**EVOLUTION**

Ekans at level 0 → Arbok at level 22

This Pokémon is in these breeding groups: GROUND, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Wrap | 15 | 85 | 20 | Normal •Traps and attacks opponent continuously for 2-5 turns |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Poison Sting | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| 15 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 23 | Glare | – | 75 | 30 | Normal • Paralyzes opponent |
| 29 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 37 | Acid | 40 | 100 | 30 | Poison • Reduces opponent's Defense (10% success) |
| 43 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |

Type 1: Poison
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 130 | 100 | 110 | 140 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Beat Up | 10 | 100 | 10 |
| Slam | 80 | 75 | 20 |
| Spite | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Electabuzz

125

Route 10

**EVOLUTION**

Elekid from Egg → Electabuzz at level 30

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Thunderpunch | 70 | 100 | 15 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 17 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from opponent's Special Attacks by 1/2 for 5 turns |
| 25 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 36 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 47 | Thunderbolt | 95 | 100 | 15 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 58 | Thunder | 120 | 70 | 10 | Electric • Paralyzes opponent (30% success) |

Type 1: Electric
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 180 | 130 | 200 | 180 | 230 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Karate Chop | 50 | 100 | 25 |
| Cross Chop | 100 | 80 | 5 |
| Barrier | – | 100 | 30 |
| Meditate | – | 100 | 40 |
| Rolling Kick | 60 | 85 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

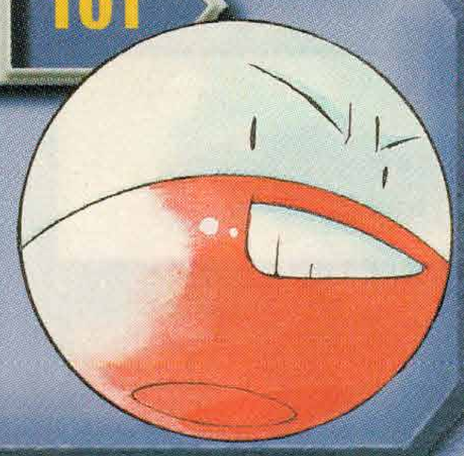
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Electrode

**101**

Evolve from Voltorb or catch in Team Rocket HQ.



**EVOLUTION**

Voltorb at level 0 → Electrode at level 30

This Pokémon is in these breeding groups: **GENDER UNKNOWN**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 9 | Screech | – | 100 | 30 | Normal • Greatly reduces opponent's Defense |
| 17 | SonicBoom | – | 90 | 20 | Normal • Deals 20 damage regardless of type and def. |
| 23 | SelfDestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 29 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until misses |
| 34 | Light Screen | – | – | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 40 | Swift | 60 | – | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 44 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 48 | Mirror Coat | – | 100 | 20 | Psychic • Attacks 2nd, deals 2X Special damage just received |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 120 | 150 | 180 | 180 | 300 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thunderbolt | 95 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Elekid

**239**

Hatch from egg only

**EVOLUTION**

Elekid from Egg → Electabuzz at level 30

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Thunderpunch | 75 | 100 | 15 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 17 | Light Screen | – | – | 30 | Psychic • Reduces damage from opponent's Special Attacks by 1/2 for 5 turns |
| 25 | Swift | 60 | – | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 33 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 41 | Thunderbolt | 95 | 100 | 15 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 49 | Thunder | 120 | 70 | 10 | Electric • Paralyzes opponent (30% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 90 | 160 | 140 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Karate Chop | 50 | 100 | 25 |
| Cross Chop | 100 | 80 | 5 |
| Barrier | – | 100 | 30 |
| Meditate | – | 100 | 40 |
| Rolling Kick | 60 | 85 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Entei

**244**

Johto Grass Regions

**EVOLUTION**

Entei at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% sucess) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 11 | Ember | 40 | 100 | 25 | Fire • Added effect: Burns opponent (10% success) |
| 21 | Roar | – | 100 | 20 | Normal • Ends battle vs. wild Pokemon/Forces oppt. to switch Pokemon |
| 31 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks opponent continuously for 2-5 turns |
| 41 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Oppt. Flinches (30% success) |
| 51 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns oppt. (10% success) |
| 61 | Swagger | – | 90 | 10 | Normal • Confuses oppt. but greatly raises oppt.'s Attack |
| 71 | Fire Blast | 120 | 85 | 5 | Fire • Added Effect: Burns oppt. (10% success) |

Type 1: **Fire**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 250 | 190 | 200 | 170 | 220 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

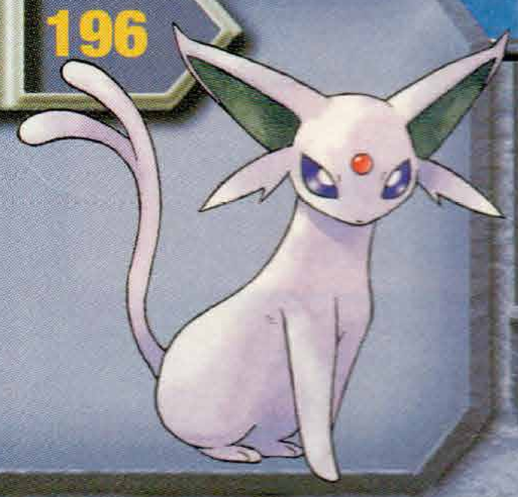
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Espeon

**196**

Evolves from Eevee



**EVOLUTION**

Eevee at level 0 → Espeon (Taming+Day or Morning)

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal •Reduces opponent's Defense |
| 8 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Confusion | 50 | 100 | 15 | Psychic • Added Effect: Confuses opponent (10% success) |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Swift | 60 | – | 20 | Normal • Always hits (except during opponent's Dig, Fly, etc.) |
| 36 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 42 | Psych Up | – | – | 10 | Psychic • Oppt.'s moves with beneficial effects also affect your Pokémon |
| 47 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 52 | Morning Sun | – | – | 5 | Normal • Refills HP. Efficacy changes based on time of day |

Type 1: **Psychic**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 150 | 140 | 280 | 210 | 240 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

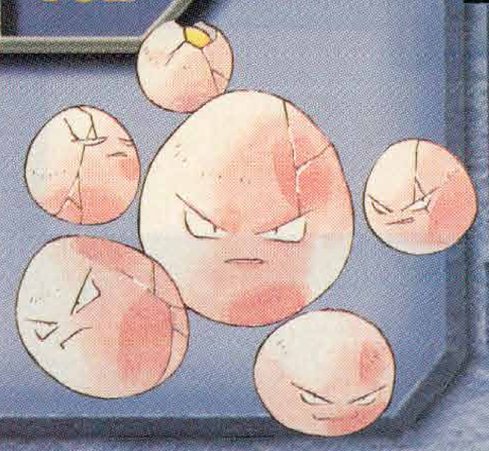
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solar Beam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Exeggcute 102

Johto Woods Regions



**EVOLUTION**

Exeggcute at level 0 → Exeggutor Leaf Stone

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Barrage | 15 | 85 | 20 | Normal • Attacks 2 - 5 times in one turn |
| start | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to Sleep |
| 7 | Reflect | – | 100 | 20 | Psychic • Reduces damage from oppt's Physical attacks by 1/2 for 5 turns |
| 13 | Leech Seed | – | 90 | 10 | Grass • Steals a bit of HP from opponent every turn until battle ends |
| 19 | Confusion | 50 | 100 | 25 | Psychic • Added effect: Confuses opponent (10% success) |
| 25 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 31 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 37 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 43 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 110 | 120 | 70 | 70 | 150 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Synthesis | – | 100 | 5 |
| Moonlight | – | 100 | 5 |
| Mega Drain | 40 | 100 | 10 |
| Reflect | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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# Exeggutor 103

Evolves from Exeggcute

**EVOLUTION**

Exeggcute at level 0 → Exeggutor Leaf Stone

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Barrage | 15 | 85 | 20 | Normal • Attacks 2 - 5 times in one turn |
| start | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to Sleep |
| start | Confusion | 50 | 100 | 25 | Psychic • Added effect: Confuses opponent (10% success) |
| 19 | Stomp | 65 | 100 | 20 | Normal • Added effect: Opponent flinches (30% success) |
| 31 | Egg Bomb | 100 | 75 | 10 | Normal • No special properties |

Type 1: Grass
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 190 | 190 | 160 | 160 | 90 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 15 | 85 | 20 |
| Synthesis | – | 100 | 5 |
| Moonlight | – | 100 | 5 |
| Mega Drain | 40 | 100 | 10 |
| Reflect | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Farfetch'd

**83**

**Route 43**

**EVOLUTION**

Farfetch'd at level 0

This Pokémon is in these breeding groups: FLYING, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| 7 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 13 | Leer | – | 100 | 30 | Normal • Reduces opponent's defense |
| 19 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 25 | Swords Dance | – | 100 | 30 | Normal • Greatly raises user's Attack |
| 31 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 37 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 44 | False Swipe | 40 | 100 | 40 | Normal • Always leaves opponent with at least 1 HP |

Type 1: **Normal**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 150 | 130 | 130 | 140 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Quick Attack | 40 | 100 | 30 |
| Foresight | – | 100 | 40 |
| Gust | 40 | 100 | 35 |
| Mirror Move | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Fearow

**22**

**Routes 9, 10, 16-18, 22, 42**

**EVOLUTION**

Spearow at level 0 → Fearow at level 20

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • Normal Attack |
| start | Growl | – | 100 | 40 | Normal • Reduce's opponent's Attack |
| 7 | Leer | – | 100 | 30 | Normal • Reduce's opponent's Defense |
| 13 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 26 | Pursuit | 40 | 100 | 20 | Dark • Does 2x damage if oppt. switches Pokémon |
| 32 | Mirror Move | – | 100 | 20 | Flying • Hits opponent with last move user was hit with |
| 40 | Drill Peck | 80 | 100 | 20 | Flying • Normal Attack |
| 47 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

Type 1: **Normal**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 200 | 160 | 140 | 140 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Tri Attack | 80 | 100 | 10 |
| False Swipe | 40 | 100 | 40 |
| Scary Face | – | 90 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Feraligatr 160

Evolves from Croconaw.

**EVOLUTION**

| Totodile | Croconaw | Feraligatr |
|---|---|---|
| at level 0 | at level 18 | at level 30 |

This Pokémon is in these breeding groups: WATER 1 | MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Rage | 20 | 100 | 20 | Normal • Power grows as user's Pokémon is damaged |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 21 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% chance) |
| 28 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 38 | Slash | 70 | 100 | 20 | Normal • Likely to become a Critical hit |
| 47 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 58 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 240 | 230 | 180 | 180 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Hydro Pump | 120 | 80 | 5 |
| Rock Slide | 75 | 90 | 10 |
| Razor Wind | 80 | 75 | 10 |
| Crunch | 80 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Flaaffy 180

Evolves from Mareep

**EVOLUTION**

| Mareep | Flaaffy | Ampharos |
|---|---|---|
| at level 0 | at level 15 | at level 30 |

This Pokémon is in these breeding groups: MONSTER | GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Thundershock | 40 | 100 | 30 | Electric • Paraylzes opponent (10% success) |
| 18 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 27 | Cotton Spore | – | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 36 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks by 1/2 for 5 turns |
| 45 | Thunder | 120 | 70 | 10 | Electric • Paralyzes opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 130 | 130 | 180 | 140 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thunderbolt | 95 | 100 | 15 |
| Screech | – | 85 | 40 |
| Safeguard | – | 100 | 25 |
| Reflect | – | 100 | 20 |
| Body Slam | 85 | 100 | 15 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Flareon

**136**

Evolves from Eevee

G S C

**EVOLUTION**

Eevee at level 0 → Flareon Fire Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sand-Attack | - | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 36 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks opponent continuously for 2-5 turns |
| 42 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (50% success) |
| 47 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 52 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |

Type 1: Fire
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 280 | 140 | 220 | 250 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

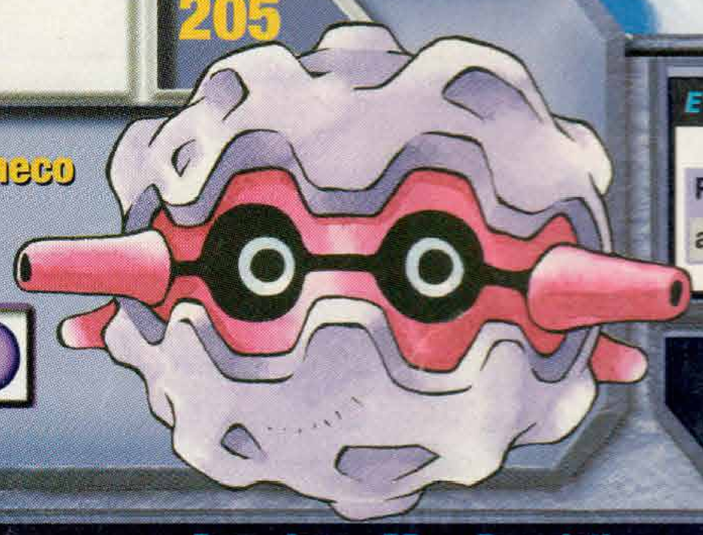
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Forretress

**205**

Evolves from Pineco



G S C

**EVOLUTION**

Pineco at level 0 → Forretress at level 31

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| start | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 8 | Selfdestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 15 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 22 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 29 | Bide | – | 100 | 10 | Normal • Deals damage = 2x opponent's attacks after 2-3 turns |
| 39 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 49 | Spikes | – | 100 | 20 | Ground • Whenever an opponent brings in a new Pokémon it takes dmg. |
| 59 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

Type 1: Bug
Type 2: Steel

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 200 | 300 | 140 | 140 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Reflect | – | 100 | 20 |
| Swift | 60 | 100 | 20 |
| Pin Missile | 14 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Furret

**162**

**Routes 1 and 43**

**EVOLUTION**

Sentret at level 0 → Furret at level 15

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • Normal Attack |
| 5 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 11 | Quick Attack | 40 | 100 | 30 | Normal • Always hits opponent first regardless of Speed |
| 18 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 28 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 38 | Rest | - | 100 | 10 | Psychic • Recovers HP completely |
| 48 | Amnesia | - | 100 | 20 | Psychic • Greatly raises user's Special Defense |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **–**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 170 | 150 | 110 | 130 | 200 |

**Moves That Can be Inherited When Hatched From an Egg**

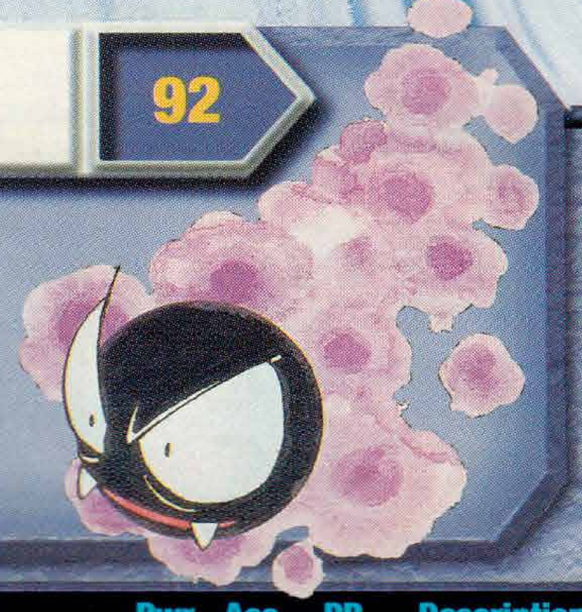
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Double Edge | 120 | 100 | 15 |
| Focus Energy | – | 100 | 30 |
| Reversal | – | 100 | 15 |
| Slash | 70 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

## Gastly

**92**

**Routes 31, 32, 36, Sprout Tower, Tin Tower**



**EVOLUTION**

Gastly at level 0 → Haunter at level 25 → Gengar Trade

This Pokémon is in these breeding groups: **INDETERMINATE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Hypnosis | - | 60 | 20 | Psychic • Puts opponent to Sleep |
| start | Lick | 20 | 100 | 30 | Ghost • Paralyzes opponent (30% success) |
| 8 | Spite | - | 100 | 10 | Ghost • Reduces PP of opponent's last used move by 2-5 |
| 13 | Mean Look | - | 100 | 5 | Normal • Opponent can't escape while user is in battlle |
| 16 | Curse | - | 100 | 10 | Ghost• If used by Ghost, cuts own HP by 1/2, hurts opponent each turn |
| 21 | Night Shade | - | 100 | 15 | Ghost • Deals damage equal to user's level, regardless of Type or Defense |
| 28 | Confuse Ray | - | 100 | 10 | Ghost • Confuses opponent |
| 33 | Dream Eater | 100 | 100 | 15 | Psychic • Only hits Sleeping opponents. Gains HP equal to 1/2 damage dealt |
| 36 | Destiny Bond | - | 100 | 5 | Ghost • If user Faints, opponent Faints too |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Ghost**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 180 | 90 | 90 | 210 | 80 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Perish Song | – | 100 | 5 |
| Haze | – | 100 | 30 |
| Psywave | – | 80 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Gengar

**94**

**Evolves from Haunter**

**EVOLUTION**

| Gastly | Haunter | Gengar |
|---|---|---|
| at level 0 | at level 25 | Trade |

**This Pokémon is in these breeding groups:** INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Hypnosis | - | 60 | 20 | Psychic • Puts opponent to sleep |
| start | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 8 | Spite | - | 100 | 10 | Ghost • Reduces PP of opponent's last used move by 2-5 |
| 13 | Mean Look | - | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 16 | Curse | - | 100 | 10 | Ghost • If used by ghost, cuts own HP by 1/2, hurts opponent each turn |
| 21 | Night Shade | - | 100 | 15 | Ghost • Deals damage equal to user's level, regardless of Type and Defense |
| 31 | Confuse Ray | - | 100 | 10 | Ghost • Confuses opponent |
| 39 | Dream Eater | 100 | 100 | 15 | Psychic • Only hits sleeping opponents. Gains HP equal to 1/2 damage dealt |
| 48 | Destiny Bond | - | 100 | 5 | Ghost • If user Faints, opponent Faints too. |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Ghost
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 150 | 130 | 280 | 170 | 250 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Perish Song | – | 100 | 5 |
| Haze | – | 100 | 30 |
| Psywave | – | 80 | 15 |

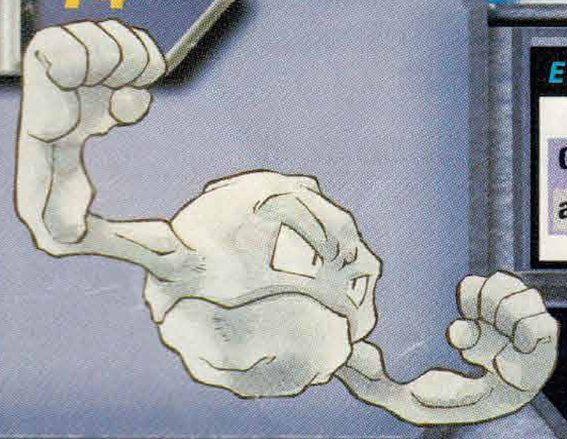
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Geodude

**74**

**Routes 33, 45-46, Rock Tunnel, Team Rocket HQ, etc.**



**EVOLUTION**

| Geodude | Graveler | Golem |
|---|---|---|
| at level 0 | at level 25 | Trade |

**This Pokémon is in these breeding groups:** MINERAL

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| 6 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 11 | Rock Throw | 50 | 90 | 15 | Rock • Normal Attack |
| 16 | Magnitude | - | 100 | 30 | Ground • Power randomly changes |
| 21 | Selfdestruct | 200 | 100 | 5 | Normal • After using the move, user Faints |
| 26 | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 31 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns |
| 36 | Earthquake | 100 | 100 | 10 | Ground • Normal Attack |
| 41 | Explosion | 250 | 100 | 5 | Normal • After using move, user Faints |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Rock
**Type 2:** Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 170 | 220 | 90 | 90 | 70 |

**Moves That Can be Inherited When Hatched From an Egg**

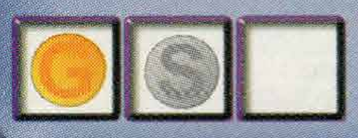
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Mega Punch | 80 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Girafarig 203

Trade from Gold and Silver



**EVOLUTION**

Girafarig at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| start | Growl | - | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 13 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 20 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 30 | Baton Pass | - | 100 | 40 | Normal • Swaps Pokémon; New Pokémon gains any beneficial effects |
| 41 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 54 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Defense (20% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 190 | 150 | 200 | 150 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

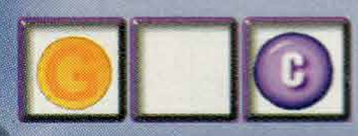
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Future Sight | 80 | 90 | 15 |
| Beat Up | 10 | 100 | 10 |
| Take Down | 90 | 85 | 20 |
| Foresight | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Gligar 207

Route 45



**EVOLUTION**

Gligar at level 0

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons oppt. (30% success) |
| 6 | Sand-Attack | - | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 13 | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 20 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 28 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during opponent's Dig, Fly, etc.) |
| 36 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 44 | Screech | - | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 52 | Guillotine | - | 30 | 5 | Normal • If it hits, opponent Faints |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ground
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 110 | 120 | 70 | 70 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Metal Claw | 50 | 95 | 35 |
| Counter | – | 100 | 20 |
| Wing Attack | 60 | 100 | 35 |
| Razor Wind | 80 | 75 | 10 |

**Moves That Can Be Learned From the Move Tutor**

–

# Gloom 44

**Route 24**

**EVOLUTION**

| Oddish | Gloom | Vileplume | or Bellossom |
|---|---|---|---|
| at level 0 | at level 21 | Leaf Stone | Sun Stone |

**This Pokémon is in these breeding groups:** PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Absorb** | 20 | 100 | 20 | Grass • Refills HP by half of damage dealt to opponent |
| 7 | **Sweet Scent** | - | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon |
| 14 | **Poisonpowder** | - | 75 | 35 | Poison • Opponent becomes Poisoned |
| 16 | **Stun Spore** | - | 75 | 30 | Grass • Paralyzes opponent |
| 18 | **Sleep Powder** | - | 75 | 15 | Grass • Puts opponent to Sleep |
| 24 | **Acid** | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 35 | **Moonlight** | - | 100 | 5 | Normal • Refills HP. Efficacy changes based on time of day |
| 44 | **Petal Dance** | 70 | 100 | 20 | Grass • Attacks 2-3 turns in a row, then user becomes Confused |

**Type 1:** Grass
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 150 | 160 | 190 | 170 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Synthesis | – | 100 | 5 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Razor Leaf | 55 | 95 | 25 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

# Golbat 42

**Route 28 and 42, Rock Tunnel, Mt. Silver, etc.**

**EVOLUTION**

| Zubat | Golbat | Crobat |
|---|---|---|
| at level 0 | at level 22 | By Taming |

**This Pokémon is in these breeding groups:** FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Screech** | - | 85 | 40 | Normal • Greatly reduces opponent's defense |
| start | **Leech Life** | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 6 | **Supersonic** | - | 55 | 20 | Normal • Confuses opponent |
| 12 | **Bite** | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 19 | **Confuse Ray** | - | 100 | 10 | Ghost • Confuses opponent |
| 30 | **Wing Attack** | 60 | 100 | 35 | Flying • No special properties |
| 42 | **Mean Look** | - | 100 | 5 | Normal • Opponent can't escape while user's in battle |
| 55 | **Haze** | - | 100 | 30 | Ice • Cures all status conditions of user and opponent. |

**Type 1:** Poison
**Type 2:** Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 170 | 150 | 160 | 180 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Gust | 40 | 100 | 35 |
| Whirlwind | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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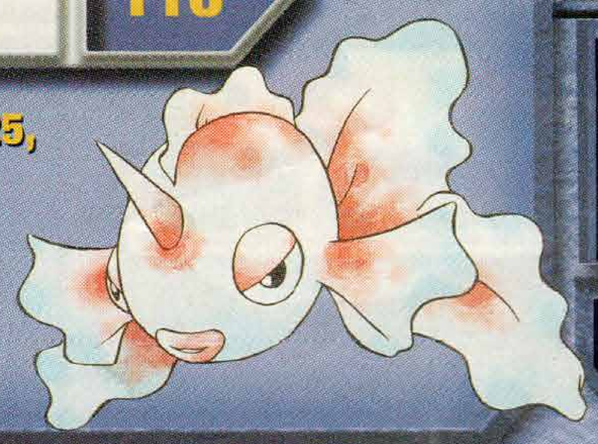
## Goldeen 118

Route 4, 9, 10, 24, 25, 42, Mt. Silver, etc.



**EVOLUTION**

Goldeen at level 0 → Seaking at level 33

This Pokémon is in these breeding groups: WATER 2

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • Normal Attack |
| start | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Supersonic | - | 55 | 20 | Normal • Confuses opponent |
| 15 | Horn Attack | 65 | 100 | 25 | Normal •No special properties |
| 24 | Flail | - | 100 | 15 | Normal • Gains Power based on how little HP user has |
| 29 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 38 | Waterfall | 80 | 100 | 15 | Water • Field: Can swim up waterfalls |
| 43 | Horn Drill | - | 30 | 5 | Normal • If it hits, opponent faints |
| 52 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |

Type 1: Water
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 160 | 150 | 80 | 110 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Psybeam | 65 | 100 | 20 |
| Hydro Pump | 120 | 80 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Golduck 55

Route 6 and 35, Ilex Forest, and Mt. Silver

**EVOLUTION**

Psyduck at level 0 → Golduck at level 33

This Pokémon is in these breeding groups: GROUND, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • Normal Attack |
| 5 | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Disable | - | 55 | 20 | Normal • Disables opponent's last used move for a few turns |
| 16 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses Opponent (10% success) |
| 23 | Screech | - | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 31 | Psych Up | - | 100 | 10 | Normal • Oppt.'s moves with beneficial effects also affect user's Pokémon |
| 44 | Fury Swipes | 15 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 58 | Hydro Pump | 120 | 80 | 5 | Water • Normal Attack |

Type 1: Water
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 180 | 180 | 200 | 170 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ice Beam | 95 | 100 | 10 |
| Cross Chop | 100 | 80 | 5 |
| Future Sight | 80 | 90 | 15 |
| Hypnosis | – | 60 | 20 |
| Light Screen | – | 100 | 30 |
| Psybeam | 65 | 100 | 20 |
| Psychic | 90 | 100 | 10 |
| Foresight | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

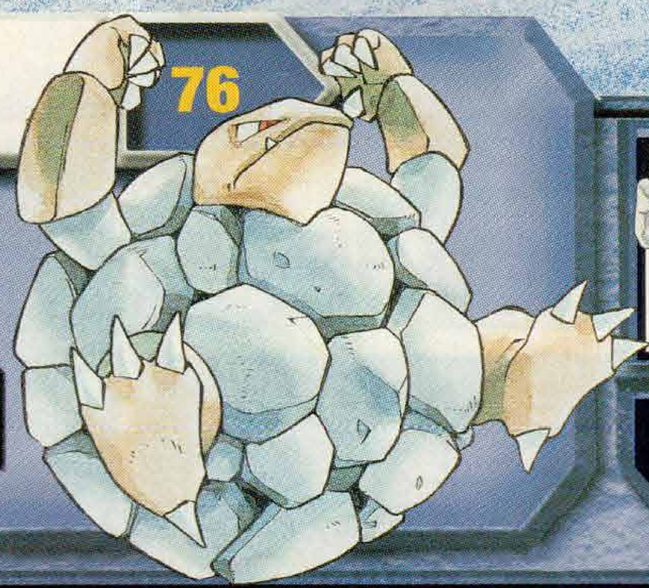
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Golem

76

Evolves from Graveler



**EVOLUTION**

| Geodude | Graveler | Golem |
|---|---|---|
| at level 0 | at level 25 | Trade |

This Pokémon is in these breeding groups: MINERAL

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 11 | Rock Throw | 50 | 90 | 15 | Rock • No special properties |
| 16 | Magnitude | - | 100 | 30 | Ground • Power randomly changes |
| 21 | Self Destruct | 200 | 100 | 5 | Normal • After using the move, user Faints |
| 27 | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 34 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns |
| 41 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 48 | Explosion | 250 | 100 | 5 | Normal • After using move, user Faints |

Type 1: Rock
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 170 | 130 | 110 | 130 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Mega Punch | 80 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Granbull

210

Route 6

**EVOLUTION**

| Snubbull | Granbull |
|---|---|
| at level 0 | at level 23 |

This Pokémon is in these breeding groups: GROUND, FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Scary Face | - | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 4 | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Charm | - | 100 | 20 | Normal• Greatly reduces opponent's Attack |
| 13 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 19 | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 28 | Roar | - | 100 | 20 | Normal •Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 38 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 51 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |

Type 1: Normal
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 260 | 160 | 140 | 140 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Reflect | – | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Heal Bell | – | 100 | 5 |
| Leer | – | 100 | 30 |
| Lick | 20 | 100 | 30 |
| Metronome | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Graveler 75

Route 45, Mt. Silver, Dark Cave, Mt. Mortar, etc.

**EVOLUTION**

| Geodude | Graveler | Golem |
|---|---|---|
| at level 0 | at level 25 | Trade |

This Pokémon is in these breeding groups: MINERAL

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 11 | Rock Throw | 50 | 90 | 15 | Rock • No special properties |
| 16 | Magnitude | - | 100 | 30 | Ground • Power randomly changes |
| 21 | Selfdestruct | 200 | 100 | 5 | Normal • After using the move, user Faints |
| 27 | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 34 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns |
| 41 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 48 | Explosion | 250 | 100 | 5 | Normal • After using move, user Faints |

Type 1: Rock
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 200 | 250 | 100 | 100 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Mega Punch | 80 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Grimer 88

Route 16-18, Celadon City

**EVOLUTION**

| Grimer | Muk |
|---|---|
| at level 0 | at level 38 |

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Gas | - | 55 | 40 | Poison • User becomes Poisoned |
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| 5 | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 10 | Disable | - | 55 | 20 | Normal • Disables oppt.'s last used move for a few turns |
| 16 | Sludge | 65 | 100 | 20 | Poison • Added Effect: Poisons opponent (30% success) |
| 23 | Minimize | - | 100 | 20 | Normal • Raises user's Evasion |
| 31 | Screech | - | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 40 | Acid Armor | - | 100 | 40 | Poison • Greatly raises user's Defense |
| 50 | Sludge Bomb | 90 | 100 | 10 | Poison • Added Effect: Poisons opponent (30% success) |

Type 1: Poison
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 190 | 120 | 90 | 110 | 60 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Lick | 20 | 100 | 30 |
| Mean Look | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Growlithe 58

Route 8, 35-37

**EVOLUTION**

Growlitne at level 0 → Arcanine Fire Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| start | Roar | - | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces opponent to switch Pokémon |
| 9 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 18 | Leer | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 26 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 34 | Flame Wheel | 60 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success). Cures Freeze. |
| 42 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 50 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |

Type 1: Fire
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 100 | 110 | 160 | 120 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Safeguard | – | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Crunch | 80 | 100 | 15 |
| Fire Spin | 15 | 70 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Gyarados 130

Lake of Rage, Fuchsia City

**EVOLUTION**

Magikarp at level 0 → Gyarados at level 20

This Pokémon is in these breeding groups: WATER 2, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |
| 20 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 25 | Dragon Rage | 40 | 100 | 10 | Dragon • Deals 40 damage, regardless of Type and Defense |
| 30 | Leer | - | 100 | 30 | Normal • Reduces opponents Defense |
| 35 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Opponent Flinches (20% success) |
| 40 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |
| 45 | Rain Dance | - | 100 | 5 | Water • Raises Power of Water-type attacks for 5 turns |
| 50 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: Water
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 270 | 190 | 130 | 210 | 170 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ice Beam | 95 | 100 | 10 |
| Haze | – | – | 30 |
| Psybeam | 65 | 100 | 20 |
| Hydro Pump | 120 | 80 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

## Haunter 93

**Route 6, Rock Tunnel**

G S C

**EVOLUTION**

| Gastly | Haunter | Gengar |
|---|---|---|
| at level 0 | at level 25 | Trade |

This Pokémon is in these breeding groups: **INDETERMINATE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Hypnosis | - | 60 | 20 | Psychic • Puts opponent to sleep |
| start | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 8 | Spite | - | 100 | 10 | Ghost • Reduces PP of opponent's last used move by 2-5 |
| 13 | Mean Look | - | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 16 | Curse | - | 100 | 10 | Ghost • If used by ghost, cuts own HP by 1/2, hurts opponent each turn |
| 21 | Night Shade | - | 100 | 15 | Ghost • Deals damage equal to user's level, regardless of Type and Defense |
| 31 | Confuse Ray | - | 100 | 10 | Ghost • Confuses opponent |
| 39 | Dream Eater | 100 | 100 | 15 | Psychic • Only hits sleeping opponents. Gains HP equal to 1/2 damage dealt |
| 48 | Destiny Bond | - | 100 | 5 | Ghost • If user Faints, opponent Faints too. |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Ghost
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 100 | 200 | 140 | 220 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Perish Song | – | 100 | 5 |
| Haze | – | 100 | 30 |
| Psywave | – | 80 | 15 |

**Moves That Can Be Learned From Move Tutor**

Thunderbolt

## Heracross 214

**Johto Mountain Regions**

G S C

**EVOLUTION**

Heracross at level 0

This Pokémon is in these breeding groups: **BUG**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Leer | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| 12 | Endure | - | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 19 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 27 | Counter | - | 100 | 20 | Fighting • Attacks 2nd, deals 2 x Physical damage just received |
| 35 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 44 | Reversal | - | 100 | 15 | Fighting • Gains power based on how little HP user has |
| 54 | Megahorn | 120 | 85 | 10 | Bug • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Bug
**Type 2:** Fighting

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 270 | 170 | 100 | 210 | 20 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Bide | – | 100 | 10 |
| Harden | – | 100 | 30 |

**Moves That Can Be Learned From Move Tutor**

–

# Hitmonchan

**107**

Evolves from Tyrogue

**EVOLUTION**

| Tyrogue | Hitmonlee | Hitmonchan | Hitmontop |
|---|---|---|---|
| at level 0 | L20 Attack > Defense | L20 Attack > Defense | L20 Attack > Defense |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Comet Punch | 18 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 7 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 13 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2 x damage |
| 26 | Thunderpunch | 75 | 100 | 15 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 26 | Ice Punch | 75 | 100 | 15 | Ice • Added Effect: Freezes opponent (10% success) |
| 26 | Fire Punch | 75 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 32 | Mach Punch | 40 | 100 | 30 | Fighting • Always attacks before opponent, regardless of Speed |
| 38 | Mega Punch | 80 | 85 | 20 | Normal • Normal Attack |
| 44 | Detect | - | 100 | 5 | Fighting • Protects from any attack. If used again, success % decreases |
| 50 | Counter | - | 100 | 20 | Fighting • Attacks 2nd, deals 2 x physical damage just received |

Type 1: **Fighting**
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 190 | 150 | 200 | 150 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Hi Jump Kick | 85 | 90 | 20 |
| Mach Punch | 40 | 100 | 30 |
| Rapid Spin | 20 | 100 | 40 |
| Mind Reader | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From Move Tutor**

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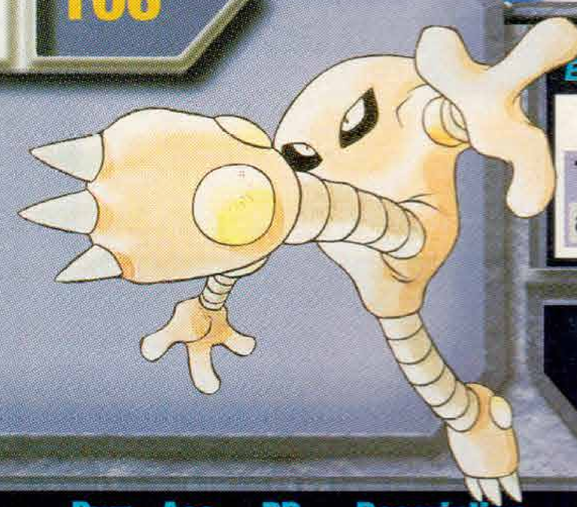
# Hitmonlee

**106**

Evolves from Tyrogue



**EVOLUTION**

| Tyrogue | Hitmonlee | Hitmonchan | Hitmontop |
|---|---|---|---|
| at level 0 | Attack > Defense | Defense > Attack | Attack = Defense |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 6 | Meditate | - | 100 | 40 | Psychic • Raises user's Attack |
| 11 | Rolling Kick | 60 | 85 | 15 | Fighting • Added Effect: Opponent Flinches (30% success) |
| 16 | Jump Kick | 70 | 95 | 25 | Fighting • If misses, user receives 1/8 of damage attack would have dealt |
| 21 | Focus Energy | - | 100 | 30 | Normal • Next move will likely be a critical hit |
| 26 | Hi Jump Kick | 85 | 90 | 20 | Fighting • If misses, user receives 1/8 of damage attack would have dealt |
| 31 | Mind Reader | - | 100 | 5 | Normal • User's next attack will always hit |
| 36 | Foresight | - | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 41 | Endure | - | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 46 | Mega Kick | 120 | 75 | 5 | Normal • Normal Attack |
| 51 | Reversal | - | 100 | 15 | Fighting • Gains power based on how little HP user has |

Type 1: **Fighting**
Type 2:

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 250 | 140 | 80 | 230 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Hi Jump Kick | 85 | 90 | 20 |
| Mach Punch | 40 | 100 | 30 |
| Rapid Spin | 20 | 100 | 40 |
| Mind Reader | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From Move Tutor**

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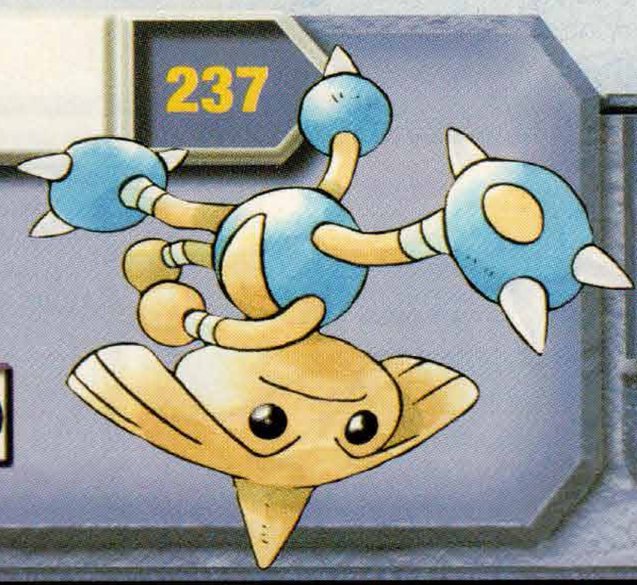
# Hitmontop

**237**

Evolves from Tyrogue



**EVOLUTION**

| Tyrogue | Hitmonlee | Hitmonchan | Hitmontop |
|---|---|---|---|
| at level 0 | L20 Attack > Defense | L20 Defense > Attack | L20 Attack = Defense |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Rolling Kick | 60 | 85 | 15 | Fighting • Added Effect: Opponent Flinches (30% success) |
| 7 | Focus Energy | - | 100 | 30 | Normal • Next move will likely be a critical hit |
| 13 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 19 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 25 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 31 | Counter | - | 100 | 20 | Fighting • Attacks 2nd, deals 2X Physical damage just received |
| 37 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 43 | Detect | - | 100 | 5 | Fighting • Protects from any attack. If used again, success % decreases |
| 49 | Triple Kick | 10 | 90 | 10 | Fighting • Attacks 3X in one turn, power increases each turn until misses |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fighting**
Type 2: **Grass**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 220 | 210 | 100 | 250 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Hi Jump Kick | 85 | 90 | 20 |
| Mach Punch | 40 | 100 | 30 |
| Rapid Spin | 20 | 100 | 40 |
| Mind Reader | – | 100 | 5 |

**Moves That Can Be Learned From the Move Tutor**

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# Ho-oh

**250**

Tin Tower

**EVOLUTION**

Ho-oh at level 0

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sacred Fire | 100 | 95 | 5 | Fire • Added Effect: Burns opponent (50% success) |
| 11 | Safeguard | - | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 22 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 33 | Recover | - | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 44 | Fire Blast | 120 | 85 | 5 | Fire • Added Effect: Burns opponent (10% success) |
| 55 | Sunny Day | - | 100 | 5 | Fire • Raises Power of Fire-type attacks for 5 turns |
| 66 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 77 | Whirlwind | - | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 88 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all user's stats (10% success) |
| 99 | Future Sight | 80 | 90 | 15 | Psychic • Attacks oppt. 2 turns later |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fire**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 270 | 190 | 240 | 330 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flamethrower | 95 | 100 | 15 |
| Thunderbolt | 95 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Hoothoot 163

Routes 1, 2, 5, 25, 29, 30-32, 34, etc.

G S C

**EVOLUTION**

Hoothoot at level 0 → Noctowl at level 20

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | - | 100 | 40 | Normal • Reduces opponent's attack |
| 6 | Foresight | - | 100 | 40 | Normal • Normalizes opponent's Evasion, also makes Ghost type vunerable to physical attacks |
| 11 | Peck | 35 | 100 | 35 | Flying • No special properties |
| 16 | Hypnosis | - | 60 | 20 | Psychic • Puts opponent to Sleep |
| 22 | Reflect | - | 100 | 20 | Psychic • Reduces Physical damage by 1/2 for 5 turns |
| 28 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 34 | Confusion | 50 | 100 | 25 | Psychic • Confuses opponent (10% success) |
| 48 | Dream Eater | 100 | 100 | 15 | Psychic • Only hits sleeping opponents |

Type 1: Normal
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 80 | 80 | 90 | 130 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Wing Attack | 60 | 100 | 35 |
| Faint Attack | 60 | 100 | 20 |
| Supersonic | – | 55 | 20 |
| Sky Attack | 140 | 90 | 5 |
| Mirror Move | – | 100 | 20 |
| Whirlwind | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Hoppip 187

Catch in Route 13-15, 32, 33.

G S C

**EVOLUTION**

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

This Pokémon is in these breeding groups: PLANT, FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Splash | - | 100 | 40 | Normal • Does absolutely nothing |
| 5 | Synthesis | - | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day. |
| 5 | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| 13 | Poisonpowder | - | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Stun Spore | - | 75 | 30 | Grass • Paralyzes opponent |
| 17 | Sleep Powder | - | 75 | 15 | Grass • Puts opponent to Sleep |
| 20 | Leech Seed | - | 90 | 10 | Grass • Steals a bit of HP from opponent every turn until battle ends |
| 25 | Cotton Spore | - | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 30 | Mega Drain | 40 | 100 | 10 | Grass • Refills HP by half of damage dealt to opponent |

Type 1: Grass
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 90 | 100 | 90 | 130 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Amnesia | – | 100 | 20 |
| Reflect | – | 100 | 20 |
| Confusion | 50 | 100 | 25 |
| Double-Edge | 120 | 100 | 15 |
| Growl | – | 100 | 40 |
| Pay Day | 40 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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# Horsea

**116**

**Fish or swim in Whirl Islands**

**EVOLUTION**

| Horsea | Seadra | Kingdra |
|---|---|---|
| at level 0 | at level 32 | Dragon Scale |

**This Pokémon is in these breeding groups:** DRAGON, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Bubble** | 20 | 100 | 30 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 8 | **Smokescreen** | - | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 15 | **Leer** | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 22 | **Water Gun** | 40 | 100 | 25 | Water • No special properties |
| 29 | **Twister** | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20% success) |
| 36 | **Agility** | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 43 | **Hydro Pump** | 120 | 80 | 5 | Water • No special properties |

**Type 1:** Water
**Type 2:** –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 180 | 90 | 90 | 210 | 80 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Octazooka | 65 | 85 | 10 |
| Flail | – | 100 | 15 |
| Splash | – | 100 | 40 |
| Disable | – | 55 | 20 |
| Dragon Rage | 40 | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Houndoom

**229**

**Evolve from Houndour.**

**EVOLUTION**

| Houndour | Houndoom |
|---|---|
| at level 0 | at level 24 |

**This Pokémon is in these breeding groups:** GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Leer** | - | 100 | 30 | Normal • Reduces opponent's Defense |
| start | **Ember** | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 7 | **Roar** | - | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 13 | **Smog** | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (40% success) |
| 20 | **Bite** | 60 | 100 | 25 | Dark • Added Effect: Oppt. Flinches (30% success) |
| 30 | **Faint Attack** | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 41 | **Flamethrower** | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 52 | **Crunch** | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20% success) |

**Type 1:** Dark
**Type 2:** Fire

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 210 | 120 | 240 | 180 | 220 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rage | 20 | 100 | 20 |
| Counter | – | 100 | 20 |
| Beat Up | 10 | 100 | 10 |
| Pursuit | 40 | 100 | 20 |
| Fire Spin | 15 | 70 | 15 |
| Reversal | – | 100 | 15 |
| Spite | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Houndour 228

Catch in Route 7.

**EVOLUTION**

Houndour at level 0 → Houndoom at level 24

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leer | - | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 7 | Roar | - | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 13 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (40% success) |
| 20 | Bite | 60 | 100 | 25 | Dark • Added Effect: Oppt. Flinches (30% success) |
| 27 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 35 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 43 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20% success) |

Type 1: Dark
Type 2: Fire

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 130 | 80 | 100 | 120 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rage | 20 | 100 | 20 |
| Counter | – | 100 | 20 |
| Beat Up | 10 | 100 | 10 |
| Pursuit | 40 | 100 | 20 |
| Fire Spin | 15 | 70 | 15 |
| Reversal | – | 100 | 15 |
| Spite | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Hypno 97

Route 11

**EVOLUTION**

Drowzee at level 0 → Hypno at level 26

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| start | Hypnosis | - | 60 | 20 | Psychic • Puts opponent to Sleep |
| 10 | Disable | - | 55 | 20 | Normal •Disable opponent's last used move for a few turns |
| 18 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 25 | Headbutt | 70 | 100 | 15 | Normal •Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees |
| 33 | Poison Gas | - | 55 | 40 | Normal • Opponent becomes Poisoned |
| 40 | Meditate | - | 100 | 40 | Psychic • Raises user's Attack |
| 49 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 55 | Psych Up | - | 100 | 10 | Normal •Oppt's moves with beneficial effects also affect your Pokémon |
| 60 | Future Sight | 80 | 90 | 15 | Psychic •Attacks opponent two turns later |

Type 1: Psychic
Type 2: Grass

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 170 | 150 | 180 | 200 | 150 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Barrier | – | 100 | 30 |
| Light Screen | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Igglybuff 174

Acquire from Egg

**EVOLUTION**

| Igglybuff | Jigglypuff | Wigglytuff |
|---|---|---|
| From Egg | by Taming | Moon Stone |

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sing | - | 55 | 15 | Normal • Puts opponent to Sleep |
| start | Charm | - | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 4 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 9 | Pound | 40 | 100 | 35 | Normal • No special properties |
| 14 | Sweet Kiss | - | 75 | 10 | Normal • Confuses opponent |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 80 | 50 | 100 | 60 | 50 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Perish Song | – | 100 | 5 |
| Faint Attack | 60 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Ivysaur 2

Evolves from Bulbasaur

**EVOLUTION**

| Bulbasaur | Ivysaur | Venusaur |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: PLANT / MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Growl | - | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Leech Seed | - | 90 | 10 | Grass • Steals a bit of HP from oppt. every turn until battle ends |
| 10 | Vine Whip | 35 | 100 | 10 | Grass • No special properties |
| 15 | Poisonpowder | - | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Sleep Powder | - | 75 | 15 | Grass • Puts opponent to Sleep |
| 22 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 29 | Sweet Scent | - | 100 | 20 | Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon |
| 38 | Growth | - | 100 | 40 | Normal • Raises user's Special Attack |
| 47 | Synthesis | - | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day |
| 56 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 160 | 160 | 200 | 200 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Light Screen | – | 100 | 30 |
| Petal Dance | 70 | 100 | 20 |
| Razor Wind | 80 | 75 | 10 |
| Skull Bash | 100 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Jigglypuff 39

Routes 5-8, 34-35

**EVOLUTION**

Igglybuff — From Egg → Jigglypuff — by Taming → Wigglytuff — Moon Stone

This Pokémon is in these breeding groups: FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sing | - | 55 | 15 | Normal • Puts opponent to Sleep |
| 4 | Defense Curl | - | 100 | 40 | Normal • Raises Defense |
| 9 | Pound | 40 | 100 | 35 | Normal • No special properties |
| 14 | Disable | - | 55 | 20 | Normal •Disable last move used for a few turns |
| 19 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns; Power increases each turn until misses |
| 24 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 29 | Rest | - | 100 | 10 | Normal • Recovers HP completely, user sleeps for next 2 turns |
| 34 | Body Slam | 85 | 100 | 15 | Psychic • Paralyzes opponent (30% success) |
| 39 | Double Edge | 120 | 100 | 15 | Psychic • 1/4 of damage is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 390 | 110 | 50 | 100 | 60 | 60 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Perish Song | – | 100 | 5 |
| Faint Attack | 60 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

## Jolteon 135

Evolves from Eevee

**EVOLUTION**

Eevee — at level 0 → Jolteon — Thunderstone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sand-Attack | - | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Thundershock | 40 | 100 | 30 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 36 | Pin Missile | 14 | 85 | 20 | Bug • Attacks 2-5 times in one turn |
| 42 | Thunder Wave | - | 100 | 20 | Electric • Paralyzes opponent |
| 47 | Agility | - | 100 | 30 | Psychic • Greatly raises user's Speed |
| 52 | Thunder | 120 | 70 | 10 | Electric • Added Effect: Paralyzes opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: –

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 150 | 140 | 230 | 200 | 270 |

**Moves That Can be Inherited When Hatched From an Egg**

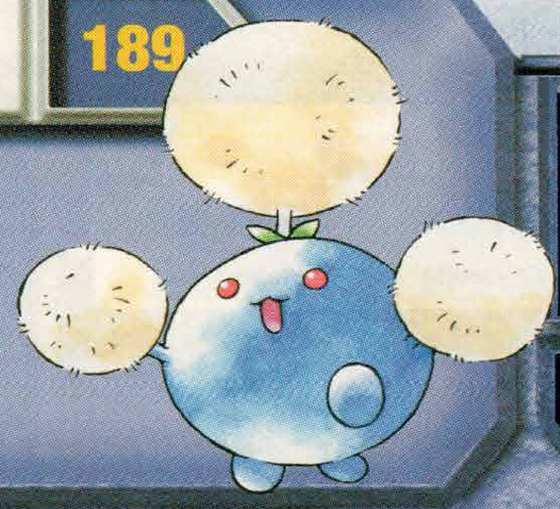
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Jumpluff 189

Evolves from Skiploom



**EVOLUTION**

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

This Pokémon is in these breeding groups: PLANT, FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Splash | - | 100 | 40 | Normal •Does absolutely nothing |
| 5 | Synthesis | - | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day. |
| 5 | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 13 | Poisonpowder | - | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Stun Spore | - | 75 | 30 | Grass • Paralyzes opponent |
| 17 | Sleep Powder | - | 75 | 15 | Grass • Puts opponent to Sleep |
| 22 | Leech Seed | - | 90 | 10 | Grass • Steals a bit of HP from opponent every turn until battle ends |
| 33 | Cotton Spore | - | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 44 | Mega Drain | 40 | 100 | 10 | Grass • Refills HP by half of damage dealt to opponent |

Type 1: Grass
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 130 | 160 | 130 | 190 | 240 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Amnesia | – | 100 | 20 |
| Reflect | – | 100 | 20 |
| Confusion | 50 | 100 | 25 |
| Double-Edge | 120 | 100 | 15 |
| Growl | – | 100 | 40 |
| Pay Day | 40 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Jynx 124

Ice Cave

**EVOLUTION**

Smoochum from Egg → Jynx at level 30

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| start | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 9 | Lovely Kiss | - | 75 | 10 | Normal • Puts opponent to Sleep |
| 13 | Powder Snow | 40 | 100 | 25 | Ice • Added Effect: Freezes opponent (10% success) |
| 21 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 25 | Ice Punch | 75 | 100 | 15 | Psychic • Reduces damage fromSpecial attacks by 1/2 for 5 turns |
| 35 | Mean Look | - | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 41 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |
| 51 | Perish Song | - | 100 | 5 | Normal • Both Pokémon will Faint in 3 turns, unless either is switched |
| 57 | Blizzard | 120 | 70 | 5 | Ice • Added Effect: Freezes opponent (10% success) |

Type 1: Ice
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 110 | 80 | 240 | 200 | 220 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Meditate | – | – | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

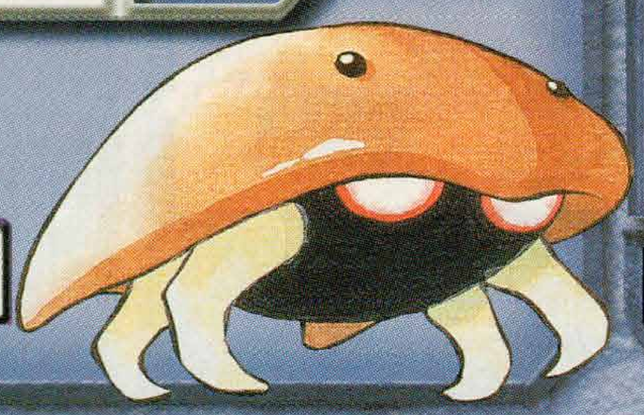
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Kabuto

**140**

Trade from Red / Blue / Yellow



**EVOLUTION**

Kabuto at level 0 → Kabutops at level 40

This Pokémon is in these breeding groups: WATER 1, WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 10 | Absorb | 20 | 100 | 20 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| 19 | Leer | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 28 | Sand-Attack | - | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 37 | Endure | - | 100 | 10 | Normal • User survives with 1 HP. If used again,success % decreases |
| 46 | Mega Drain | 40 | 100 | 10 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| 55 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all of user's abilities (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Rock
Type 2: Water

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 170 | 170 | 200 | 120 | 100 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Flail | – | 100 | 15 |
| Bubble Beam | 65 | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |
| Dig | 60 | 100 | 10 |

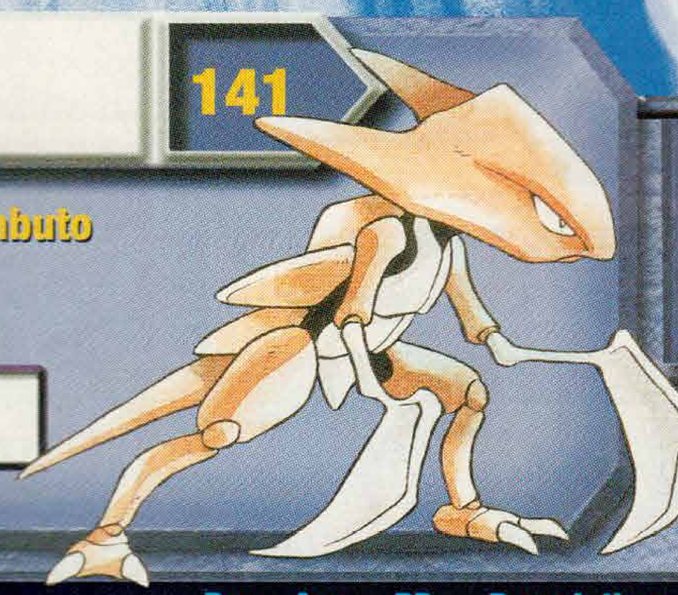
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Kabutops

**141**

Evolves from Kabuto



**EVOLUTION**

Kabuto at level 0 → Kabutops at level 40

This Pokémon is in these breeding groups: WATER 1, WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Harden | - | 100 | 30 | Normal • Raises user's Defense |
| 10 | Absorb | 20 | 100 | 20 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| 19 | Leer | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 28 | Sand-Attack | - | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 37 | Endure | - | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 40 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 51 | Mega Drain | 40 | 100 | 10 | Normal • Likely to become a critical hit |
| 55 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all of user's abilities (10% Success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Rock
Type 2: Water

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 240 | 250 | 140 | 150 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Flail | – | 100 | 15 |
| Bubble Beam | 65 | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |
| Dig | 60 | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Kadabra

64

Route 8

G S C

**EVOLUTION**

| Abra | Kadabra | Alakazam |
|---|---|---|
| at level 0 | at level 16 | Trade |

This Pokémon is in these breeding groups: HUMANSHAPE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Teleport | – | 100 | 20 | Psychic • Escape from wild Pokémon/ Field: Return to last Pokémon Center |
| start | Kinesis | – | 80 | 15 | Psychic • Reduces opponent's Accuracy |
| 16 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 18 | Disable | – | 55 | 20 | Normal • Disable opponent's last used move for a few turns |
| 21 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 26 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 31 | Future Sight | 80 | 90 | 15 | Psychic • Attacks opponent two turns later |
| 38 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 45 | Reflect | – | 100 | 20 | Psychic • Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Psychic**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 90 | 70 | 200 | 100 | 240 |

Moves That Can be Inherited When Hatched From an Egg

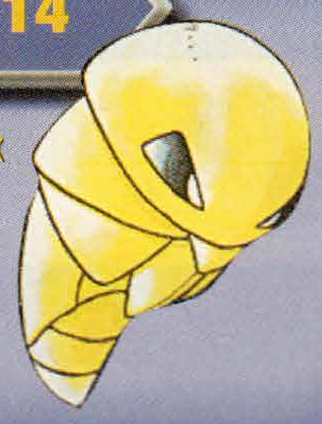
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Barrier | – | 100 | 30 |
| Light Screen | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

# Kakuna

14

Johto Woods Regions, National Park



G S C

**EVOLUTION**

| Weedle | Kakuna | Beedrill |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Harden | – | 100 | 30 | Normal • Raises user's Defense |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Bug**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 80 | 130 | 70 | 70 | 90 |

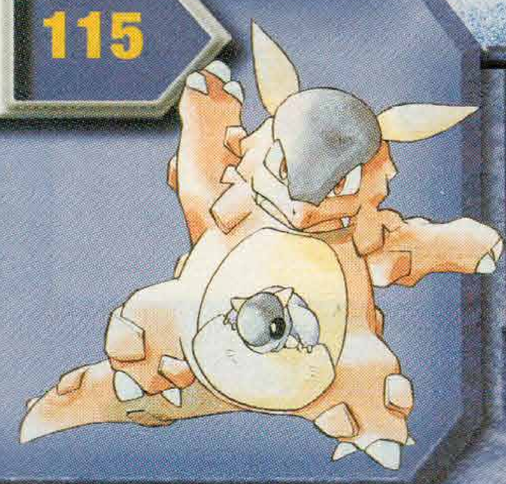
Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**Moves That Can Be Learned From the Move Tutor**

# Kangaskhan 115

**Rock Tunnel**



**EVOLUTION**

Kangaskhan at level 0

This Pokémon is in these breeding groups: **MONSTER**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Comet Punch | 18 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 7 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Bite | 60 | 100 | 25 | Dark • Added Effect: Oppt. Flinches (30%) |
| 19 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 25 | Mega Punch | 80 | 85 | 20 | Normal • No special properties |
| 31 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 37 | Endure | – | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 43 | Dizzy Punch | 70 | 100 | 10 | Normal • Added Effect: Confuses opponent (20% success) |
| 49 | Reversal | – | 100 | 15 | Fighting •Gains power based on how little HP user has |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 340 | 210 | 170 | 90 | 170 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

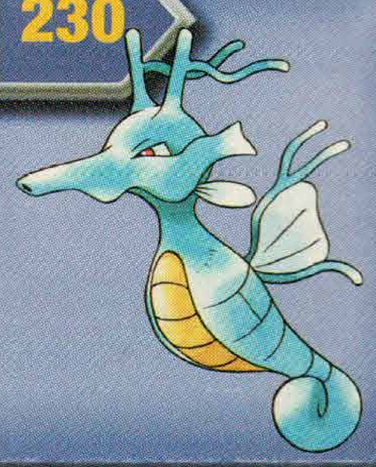
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Disable | – | 55 | 20 |
| Foresight | – | 100 | 40 |
| Focus Energy | – | 100 | 30 |
| Stomp | 65 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Flamethrower
Ice Beam

# Kingdra 230

**Evolves from Seadra**



**EVOLUTION**

Horsea at level 0 → Seadra at level 32 → Kingdra (Trade while holding Dragon Scale)

This Pokémon is in these breeding groups: **DRAGON** **WATER 1**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces oppt.'s Speed (10%) |
| 8 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 15 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 22 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 29 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20%) |
| 40 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 51 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: **Dragon**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 160 | 160 | 250 | 200 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Octazooka | 65 | 85 | 10 |
| Flail | – | 100 | 15 |
| Splash | – | 100 | 40 |
| Disable | – | 55 | 20 |
| Dragon Rage | 40 | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Kingler 99

Routes 19, 34, 40, Whirl Islands, Olivine City, Cianwood Island, etc.

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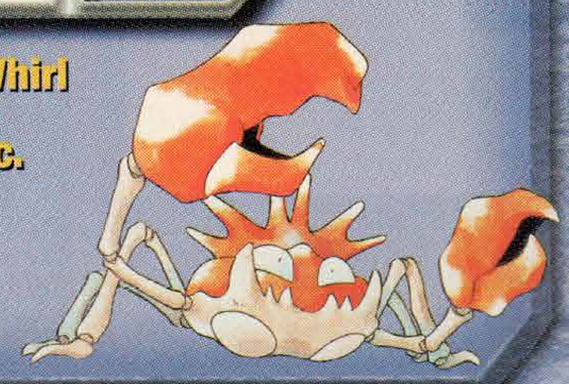


**EVOLUTION**

Krabby at level 0 → Kingler at level 28

This Pokémon is in these breeding groups: WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 5 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 12 | Vicegrip | 55 | 100 | 30 | Normal • No special properties |
| 16 | Harden | – | 100 | 20 | Normal • Raises user's Defense |
| 23 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 27 | Guillotine | – | 30 | 5 | Normal • If it hits, opponent Faints |
| 38 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 49 | Crabhammer | 90 | 85 | 10 | Water • Likely to become a critical hit |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 270 | 250 | 120 | 120 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Flail | – | 100 | 15 |
| Amnesia | – | 100 | 20 |
| Dig | 60 | 100 | 10 |
| Slam | 80 | 75 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Koffing 109

Burned Tower, Team Rocket HQ

G S C

**EVOLUTION**

Koffing at level 0 → Weezing at level 35

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Gas | – | 55 | 40 | Poison • Opponent becomes Poisoned |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 9 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (40% success) |
| 17 | Selfdestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 21 | Sludge | 65 | 100 | 20 | Poison • Added Effect: Poisons opponent (30% success) |
| 25 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 33 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |
| 41 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 45 | Destiny Bond | – | 100 | 5 | Ghost • If user Faints, opponent Faints too |

Type 1: Poison
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 140 | 210 | 140 | 110 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Psybeam | 65 | 100 | 20 |
| Psywave | – | 80 | 15 |
| Pain Split | – | 100 | 20 |
| Destiny Bond | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

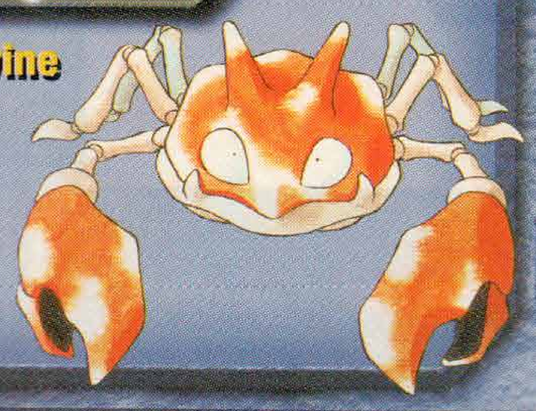
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Krabby 98

Routes 19, 34, 40, Olivine City, Whirl Islands, Ice Cave, etc.



**EVOLUTION**

Krabby at level 0 → Kingler at level 28

This Pokémon is in these breeding groups: WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 5 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 12 | Vicegrip | 55 | 100 | 30 | Normal • No special properties |
| 16 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 23 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 27 | Guillotine | – | 30 | 5 | Normal • If it hits, opponent Faints |
| 34 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 41 | Crabhammer | 90 | 85 | 10 | Water • Likely to become a critical hit |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 180 | 220 | 210 | 60 | 60 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Flail | – | 100 | 15 |
| Amnesia | – | 100 | 20 |
| Dig | 60 | 100 | 10 |
| Slam | 80 | 75 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Lanturn 171

Routes 20, 21, 26, 27, 41, New Bark Town, etc.

**EVOLUTION**

Chinchou at level 0 → Lanturn at level 27

This Pokémon is in these breeding groups: WATER 2

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| start | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 5 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 13 | Flail | – | 100 | 15 | Normal • Gains HP based on how little HP user has |
| 17 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 25 | Spark | 65 | 100 | 20 | Electric • Added Effect: Paralyzes oppt. (30% success) |
| 33 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 45 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 53 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: Electric

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 380 | 140 | 140 | 160 | 160 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

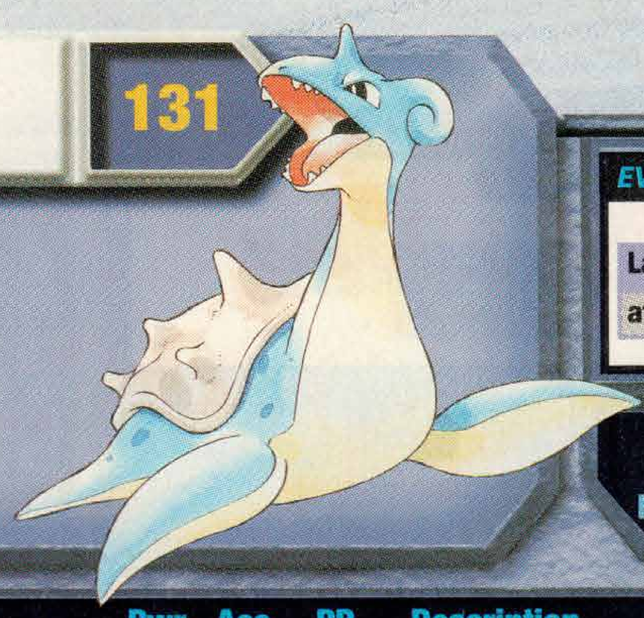
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Flail | – | 100 | 15 |
| Supersonic | – | 55 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Lapras 131

**Union Cave**



**EVOLUTION**

Lapras at level 0

This Pokémon is in these breeding groups: MONSTER, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| start | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 8 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower Pokémon abilities |
| 15 | Body Slam | 85 | 100 | 15 | Normal • Added Effect:Paralyzes oppt. (30% success) |
| 22 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 29 | Perish Song | – | 100 | 5 | Normal • Both Pokémon will faint in 3 turns unless either is switched |
| 36 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect:Freezes oppt. (10% success) |
| 43 | Rain Dance | – | 100 | 5 | Water • Raises power of Water-type attacks for 5 turns |
| 50 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions that lower abilities |
| 57 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: Ice

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 380 | 180 | 170 | 190 | 210 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Foresight | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Larvitar 246

**Mt. Silver, Celadon City**

**EVOLUTION**

Larvitar at level 0 → Pupitar at level 30 → Tyranitar at level 55

This Pokémon is in these breeding groups: MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types |
| 15 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 22 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Opponent Flinches (30% success) |
| 29 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 times in a row, then user becomes confused |
| 36 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 43 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20%) |
| 50 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 57 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: Rock
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 160 | 120 | 110 | 120 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Focus Energy | – | – | 30 |
| Outrage | 90 | 100 | 15 |
| Stomp | 65 | 100 | 20 |

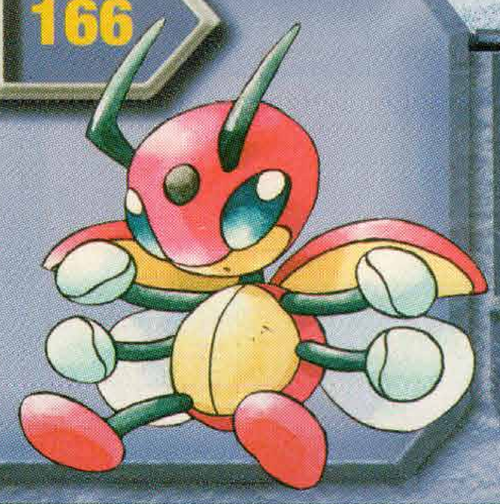
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Ledian 166

Evolve from Ledyba or catch in Route 2 in morn (Silver only).



**EVOLUTION**

Ledyba at level 0 → Ledian at level 18

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 15 | Comet Punch | 18 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 24 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 24 | Reflect | – | – | 20 | Psychic • Reduces damage from Physical attacks by 1/2 for 5 turns |
| 24 | Safeguard | – | 100 | 25 | Normal • Protects all Pokemon from status conditions for 5 turns |
| 33 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokemon |
| 42 | Swift | 60 | 100 | 20 | Normal • Always hits (except Dig, Fly, etc.) |
| 51 | Agility | – | 100 | 30 | Psychic• Greatly raises user's Speed |
| 60 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

Type 1: Bug
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 80 | 120 | 140 | 250 | 190 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Bide | – | 100 | 10 |
| Psybeam | 65 | 100 | 20 |
| Light Screen | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Ledyba 165

Johto Woods Regions, Route 2, 30-31, 36-37

**EVOLUTION**

Ledyba at level 0 → Ledian at level 18

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 15 | Comet Punch | 18 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 22 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 22 | Safeguard | – | 100 | 25 | Normal • Protects all Pokemon from status conditions for 5 turns |
| 22 | Reflect | – | – | 20 | Psychic • Reduces damage from Physical attacks by 1/2 for 5 turns |
| 29 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokemon |
| 36 | Swift | 60 | 100 | 20 | Normal • Always hits (except Dig, Fly, etc.) |
| 43 | Agility | – | 100 | 30 | Psychic• Greatly raises user's Speed |
| 50 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

Type 1: Bug
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 70 | 90 | 100 | 180 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Bide | – | 100 | 10 |
| Psybeam | 65 | 100 | 20 |
| Light Screen | – | 100 | 30 |

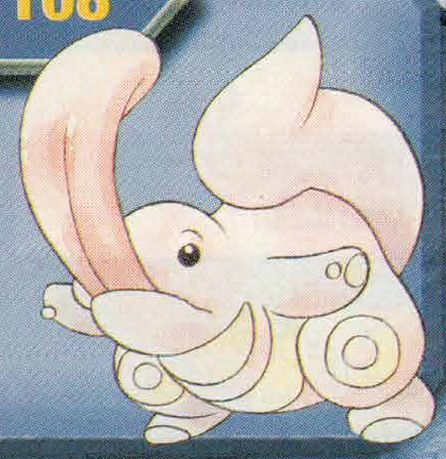
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Lickitung 108

Route 44



**EVOLUTION**

Lickitung at level 0

This Pokémon is in these breeding groups: MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 7 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 13 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 19 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 25 | Wrap | 15 | 85 | 20 | Normal • Traps and attacks opponent continuously for 2-5 turns |
| 31 | Disable | – | 55 | 20 | Normal •Disable opponent's last used move for a few turns |
| 37 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 43 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 120 | 180 | 150 | 180 | 70 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Belly Drum | – | 100 | 10 |
| Body Slam | 85 | 100 | 15 |
| Magnitude | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

# Lugia 246

Whirl Islands

**EVOLUTION**

Lugia at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Aeroblast | 100 | 95 | 5 | Flying • Likely to become a critical hit |
| 11 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 22 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 33 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 44 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |
| 55 | Rain Dance | – | 100 | 5 | Water •Raises Power of Water-type attacks for 5 turns |
| 66 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 77 | Whirlwind | – | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 88 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all user's abilities (10% success) |
| 99 | Future Sight | 80 | 90 | 15 | Psychic • Attacks oppt. 2 turns later |

Type 1: Psychic
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 210 | 280 | 210 | 340 | 240 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

# Machamp

**68**

Evolves from Machoke

**EVOLUTION**

| machop | Machoke | Machamp |
|---|---|---|
| at level 0 | at level 28 | Trade |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches(30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 15 | Karate Chop | 50 | 100 | 25 | Fighting • Likely to become a critical hit |
| 19 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type or Defense |
| 25 | Foresight | – | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 34 | Vital Throw | 70 | 100 | 10 | Fighting • Always attacks 2nd; next attack will always hit |
| 43 | Cross Chop | 100 | 80 | 5 | Fighting • Likely to become a critical hit |
| 52 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 61 | Submission | 80 | 80 | 25 | Fighting • 1/4 of damage dealt is also dealt to user |

Type 1: **Fighting**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 270 | 200 | 140 | 180 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Light Screen | – | 100 | 30 |
| Meditate | – | 100 | 40 |
| Rolling Kick | 60 | 85 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Machoke

**67**

Rock Tunnel, Mt. Silver, Mt. Mortar

**EVOLUTION**

| machop | Machoke | Machamp |
|---|---|---|
| at level 0 | at level 28 | Trade |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches(30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 15 | Karate Chop | 50 | 100 | 25 | Fighting • Likely to become a critical hit |
| 19 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type or Defense |
| 25 | Foresight | – | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 34 | Vital Throw | 70 | 100 | 10 | Fighting • Always attacks 2nd; next attack will always hit |
| 43 | Cross Chop | 100 | 80 | 5 | Fighting • Likely to become a critical hit |
| 52 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 61 | Submission | 80 | 80 | 25 | Fighting • 1/4 of damage dealt is also dealt to user |

Type 1: **Fighting**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 230 | 170 | 100 | 130 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Light Screen | – | 100 | 30 |
| Meditate | – | 100 | 40 |
| Rolling Kick | 60 | 85 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Machop 66

**Rock Tunnel, Goldenrod City, Mt. Mortar**

G S C

**EVOLUTION**

| machop | Machoke | Machamp |
|---|---|---|
| at level 0 | at level 28 | Trade |

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches(30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 13 | Karate Chop | 50 | 100 | 25 | Fighting • Likely to become a critical hit |
| 19 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type or Defense |
| 25 | Foresight | – | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 31 | Vital Throw | 70 | 100 | 10 | Fighting • Always attacks 2nd; next attack will always hit |
| 37 | Cross Chop | 100 | 80 | 5 | Fighting • Likely to become a critical hit |
| 43 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 49 | Submission | 80 | 80 | 25 | Fighting • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Fighting
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 180 | 120 | 80 | 80 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Light Screen | – | 100 | 30 |
| Meditate | – | 100 | 40 |
| Rolling Kick | 60 | 85 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Magby 240

**Acquire from Egg**

G S C

**EVOLUTION**

| Magby | Magmar |
|---|---|
| from Egg | at level 30 |

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 7 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (40% success) |
| 19 | Fire Punch | 75 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 25 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 31 | Sunny Day | – | 100 | 5 | Fire • Raises Power of Fire-type attacks for 5 turns |
| 37 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 43 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 49 | Fire Blast | 120 | 85 | 5 | Fire • Added Effect: Burns opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Fire
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 170 | 90 | 170 | 140 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Mega Punch | 80 | 85 | 20 |
| Barrier | – | 100 | 30 |
| Cross Chop | 100 | 80 | 5 |
| Screech | – | 85 | 40 |
| Karate Chop | 50 | 100 | 25 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Magcargo 219

Evolves from Slugma

**EVOLUTION**

Slugma at level 0 → Magcargo at level 38

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (50% success) |
| 8 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 15 | Rock Throw | 50 | 90 | 15 | Rock • No special properties |
| 22 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 29 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 36 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 48 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Oppt. Flinches (30% success) |
| 60 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |

Type 1: Fire
Type 2: Rock

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 270 | 190 | 190 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Acid Armor | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

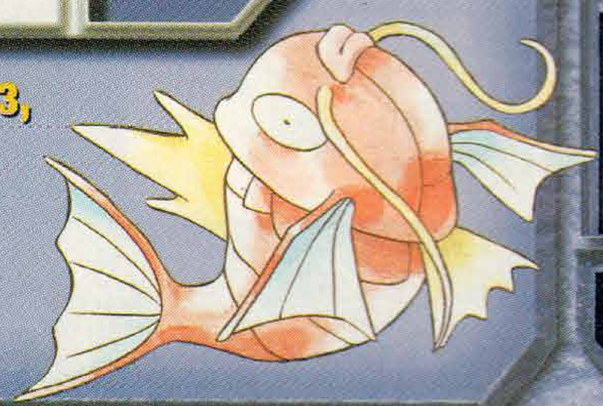
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Magikarp 129

Route 6, 9, 10, 12-13, 19-22, 24-28, etc.



**EVOLUTION**

Magikarp at level 0 → Gyarados at level 20

This Pokémon is in these breeding groups: WATER 2, DRAGON

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Splash | – | 100 | 40 | Normal • Does absolutely nothing |
| 15 | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 30 | Flail | – | 100 | 15 | Normal • Gains Power based on how little HP user has |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 170 | 30 | 130 | 50 | 60 | 190 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Magmar

**126**

**Mt. Silver**

**EVOLUTION**

Magby from Egg → Magmar at level 30

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 7 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (40% success) |
| 19 | Fire Punch | 75 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 25 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 33 | Sunny Day | – | 100 | 5 | Fire • Raises Power of Fire-type attacks for 5 turns |
| 41 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 49 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 57 | Fire Blast | 120 | 85 | 5 | Fire • Added Effect: Burns opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fire**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 200 | 150 | 230 | 200 | 220 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Mega Punch | 80 | 85 | 20 |
| Barrier | – | 100 | 30 |
| Cross Chop | 100 | 80 | 5 |
| Screech | – | 85 | 40 |
| Karate Chop | 50 | 100 | 25 |

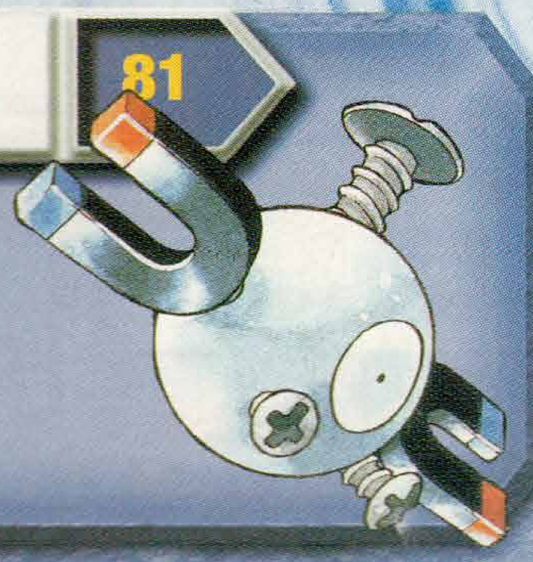
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Magnemite

**81**

**Route 6, 11, 38-39**



**EVOLUTION**

Magnemite at level 0 → Magneton at level 30

This Pokémon is in these breeding groups: **GENDER UNKNOWN**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Thundershock | 40 | 100 | 30 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 11 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 16 | Sonicboom | 20 | 90 | 20 | Normal • Deals 20 damages, regardless of Type and Defense |
| 21 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 27 | Lock-On | – | 100 | 5 | Normal • User's next attack will always hit |
| 33 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 39 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 45 | Zap Cannon | 100 | 50 | 5 | Electric • If it hits, paralyzes opponent. |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: **Steel**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 180 | 110 | 150 | 230 | 150 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|

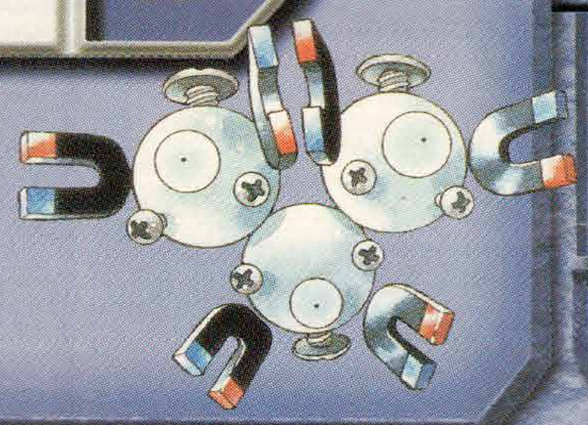
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Magneton

**82**

**Route 10 (Trade)**



G S C

**EVOLUTION**

Magnemite at level 0 → Magneton at level 30

This Pokémon is in these breeding groups: **GENDER UNKNOWN**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Thundershock | 40 | 100 | 30 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 11 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 16 | Sonicboom | 20 | 90 | 20 | Normal • Deals 20 damages, regardless of Type and Defense |
| 21 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 27 | Lock-On | – | 100 | 5 | Normal • User's next attack will always hit |
| 35 | Tri Attack | 80 | 100 | 10 | Normal • Added effect:Paralyzed, Burns or Freezes oppt. (20% success) |
| 39 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 45 | Zap cannon | 100 | 50 | 5 | Electric • If it hits, paralyzes opponent. |

Type 1: **Electric**
Type 2: **Steel**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 140 | 210 | 200 | 100 | 151 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thunderbolt | 95 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Mankey

**56**

**Trade from Red / Blue / Yellow**

G S

**EVOLUTION**

Mankey at level 0 → Primeape at level 28

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal• Reduces opponent 's Defense |
| 9 | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches (30% success) |
| 15 | Karate Chop | 50 | 100 | 25 | Fighting • Likely to become a critical hit |
| 21 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 27 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 33 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type and Defense |
| 39 | Cross Chop | 100 | 80 | 5 | Fighting • Likely to become a critical hit |
| 45 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 51 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |

Type 1: **Fighting**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 180 | 90 | 180 | 100 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Meditate | – | – | 40 |
| Beat Up | 10 | 100 | 10 |
| Foresight | – | 100 | 40 |
| Reversal | – | 100 | 15 |
| Rock Slide | 75 | 90 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

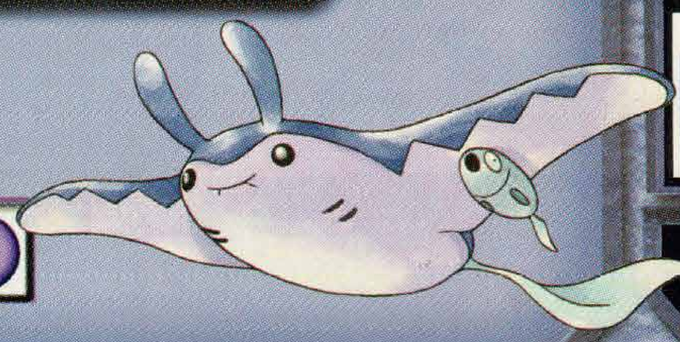
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Mantine 226

Route 41



**EVOLUTION**

Mantine at level 0

This Pokémon is in these breeding groups: WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 10 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 18 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 25 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 32 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 40 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 49 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |

Type 1: Water
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 100 | 170 | 180 | 300 | 170 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Hydro Pump | 120 | 80 | 5 |
| Twister | 40 | 100 | 20 |
| Slam | 80 | 75 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Mareep 179

Trade from Gold and Silver

**EVOLUTION**

Mareep at level 0 → Flaaffy at level 15 → Ampharos at level 30

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Thundershock | 40 | 100 | 30 | Electric • Paraylzes opponent (10% success) |
| 16 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 23 | Cotton Spore | – | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 30 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks by 1/2 for 5 turns |
| 37 | Thunder | 120 | 70 | 10 | Electric • Paralyzes opponent (30% success) |

Type 1: Electric
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 100 | 100 | 150 | 110 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thunderbolt | 95 | 100 | 15 |
| Screech | – | 85 | 40 |
| Safeguard | – | 100 | 25 |
| Reflect | – | 100 | 20 |
| Body Slam | 85 | 100 | 15 |
| Take Down | 90 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Marill 183

**Route 46, Mt. Mortar**

**EVOLUTION**

Marill at level 0 → Azumarill at level 18

This Pokémon is in these breeding groups: FAIRY, WATER 1

| qaPwr. | Acc. | PP | Description | |
|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 3 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 6 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 15 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns, Power increases each turn until misses |
| 21 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 28 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |
| 36 | Rain Dance | – | 100 | 5 | Water • Raises Power of Water-type attacks for 5 turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 70 | 130 | 60 | 120 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

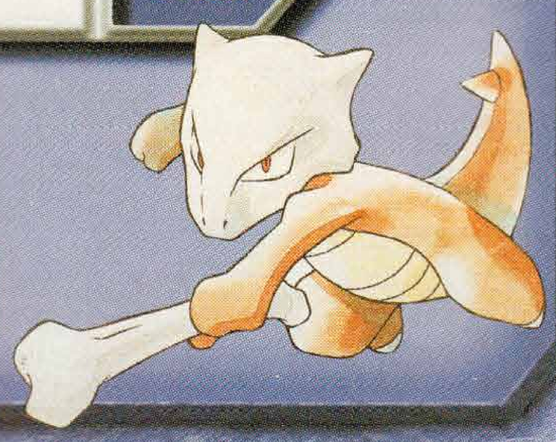
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Supersonic | – | 55 | 20 |
| Belly Drum | – | 100 | 10 |
| Foresight | – | 100 | 40 |
| Future Sight | 80 | 90 | 15 |
| Light Screen | – | 100 | 30 |
| Perish Song | – | 100 | 5 |
| Present | – | 90 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Marowak 105

**Routes 9 and 10, Rock Tunnel**



**EVOLUTION**

Cubone at level 0 → Marowak at level 28

This Pokémon is in these breeding groups: MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 5 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Bone Club | 65 | 85 | 20 | Ground • Added Effect: Opponent Flinches (10% success) |
| 13 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30%)/Field:Knock Pokémon from trees |
| 17 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 21 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 25 | Bonemerang | 50 | 90 | 10 | Ground • Attacks twice in one turn |
| 32 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 39 | False Swipe | 40 | 100 | 40 | Normal • Always leaves oppt. with at least 1 HP |
| 46 | Thrash | 90 | 100 | 20 | Normal •Attacks 2-3 turns in a row, then user becomes confused |
| 53 | Bone Rush | 25 | 80 | 10 | Ground • Attacks 2-5 times in one turn |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyperbeam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Ground**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 180 | 230 | 120 | 180 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Perish Song | – | 100 | 5 |
| Belly Drum | – | 100 | 10 |
| Swords Dance | – | 100 | 30 |
| Skull Bash | 100 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam

# Meganium

**154**

Evolves from Bayleef

**EVOLUTION**

| Chikorita | Bayleef | Meganium |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: MONSTER, PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 12 | Reflect | – | 100 | 20 | Psychic • Reduces damage from non-Special attacks |
| 15 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 23 | Synthesis | – | 100 | 5 | Grass • Refills HP based on time of day |
| 31 | Body Slam | 85 | 100 | 15 | Normal • Paralyzes opponent (30% chance) |
| 41 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from Special attacks |
| 51 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions |
| 61 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Grass**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 200 | 230 | 200 | 230 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Vine Whip | 35 | 100 | 10 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Leech Seeds | – | 90 | 10 |

**Moves That Can Be Learned From the Move Tutor**

–

# Meowth

**52**

Route 5-8, 11, 38-39

**EVOLUTION**

| Meowth | Persian |
|---|---|
| at level 0 | at level 28 |

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 11 | Bite | 60 | 100 | 25 | Type Dark • Added Effect: Opponent Flinches(30% success) |
| 20 | Pay Day | 40 | 100 | 20 | Normal • You give money equal to double user's level (per attack) |
| 28 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 35 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 41 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 46 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 110 | 120 | 70 | 70 | 150 |

Moves That Can be Inherited When Hatched From an Egg

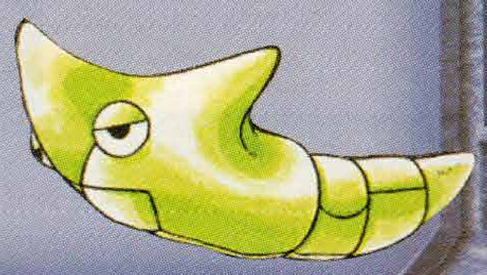
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Charm | – | 100 | 20 |
| Hypnosis | – | 60 | 20 |
| Spite | – | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Metapod 11

Johto Woods Regions, National Park, Route 24-25, Ilex Forest



**EVOLUTION**

| Caterpie | Metapod | Butterfree |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| 7 | Harden | – | 100 | 30 | Normal • No special properties |

| Type 1 | Type 2 |
|---|---|
| Bug | - |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 70 | 140 | 80 | 80 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Mew 151

Can't be acquired in the game

**EVOLUTION**

| Mew |
|---|
| at level 0 |

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| 10 | Transform | – | 100 | 10 | Normal •User becomes copy of opponent, but keeps own stats |
| 20 | Mega Punch | 80 | 85 | 20 | Normal • No special properties |
| 30 | Metronome | – | 100 | 10 | Normal • Uses a randomly selected technique |
| 40 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |
| 50 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all user's abilities (10% success) |

| Type 1 | Type 2 |
|---|---|
| Psychic | - |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 270 | 190 | 240 | 330 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

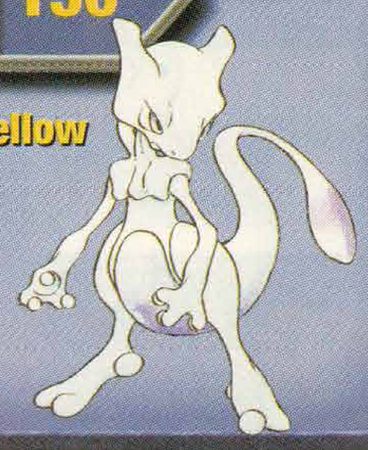
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Mewtwo 150

Trade from Red / Blue / Yellow



**EVOLUTION**

Mewtwo at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| start | Disable | – | 55 | 20 | Normal • Disable oppt.'s last used move for a few turns |
| 11 | Barrier | – | 100 | 30 | Psychic • Greatly raises user's Defense |
| 22 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 33 | Psych Up | – | 100 | 10 | Normal • Oppt.'s moves with beneficial effects also affect your Pokémon |
| 44 | Future Sight | 80 | 90 | 15 | Psychic • Attacks oppt. 2 turns later |
| 55 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower Pokémon abilities |
| 66 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces oppt.'s Special Defense (10% Success) |
| 77 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 88 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 99 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |

Type 1: Psychic
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 240 | 200 | 340 | 210 | 290 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Miltank 241

Route 38-39

**EVOLUTION**

Miltank at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 13 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 19 | Milk Drink | - | 100 | 10 | Normal • Refills 1/2 of HP Max/ Field: Shares 1/5 of own HP with team |
| 26 | Bide | – | 100 | 10 | Normal • Deals damage = 2X opponent's attacks after 2-3 turns |
| 34 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until misses |
| 43 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |
| 53 | Heal Bell | – | 100 | 5 | Normal • Heals all status conditions of all of your Pokémon |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 180 | 230 | 110 | 170 | 220 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Seismic Toss | – | 100 | 20 |
| Reversal | – | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

# Misdreavus 200

Mt. Silver

**EVOLUTION**

Misdreavus at level 0

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| start | Psywave | – | 80 | 15 | Psychic • Has random power between 1 and 1.5x user level |
| 6 | Spite | – | 100 | 10 | Ghost • Reduces PP of oppt.'s last used move by 2-5 |
| 12 | Confuse Ray | – | 100 | 10 | Ghost • Reduces PP of opponent's last used move by 2-5 |
| 19 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 27 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 36 | Pain Split | – | 100 | 20 | Normal • Combines user's and oppt.'s HP, and gives 1/2 to each |
| 46 | Perish Song | – | 100 | 5 | Normal • Both Pokémon will faint in 3 turns unless either is switched |

Type 1: Ghost
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 140 | 130 | 190 | 190 | 190 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Destiny Bond | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

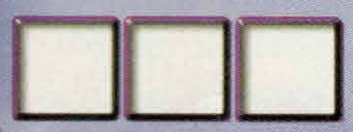
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Moltres 146

Trade from Red / Blue / Yellow



**EVOLUTION**

Moltres at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| Start | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| Start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns oppt. (10% success) |
| 13 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |
| 25 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 37 | Endure | – | 100 | 10 | Normal • User survives with 1 HP; if used again, success % decreases |
| 49 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns oppt. (10% success) |
| 61 | Safeguard | – | 100 | 25 | Noraml • Protects all your Pokémon for status change for five turns |
| 73 | Sky Attack | 140 | 90 | 5 | Flying • 2nd turn attack |

Type 1: Fire
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 230 | 210 | 270 | 190 | 220 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

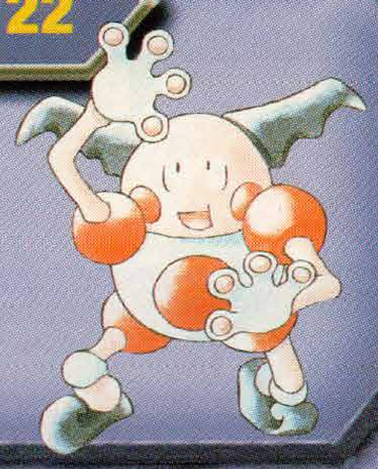
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Mr. Mime

**122**

**Route 21**



G S C

**EVOLUTION**

Mr. Mime at level 0

This Pokémon is in these breeding groups: **HUMANSHAPE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Barrier | – | 100 | 30 | Psychic • Greatly raises user's Defense |
| 6 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 11 | Substitute | – | 100 | 10 | Normal • Creates clone with 1/4 of user's HP. Clone blocks until K.O.'ed |
| 16 | Meditate | – | 100 | 40 | Psychic • Raises user's Attack |
| 21 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 26 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special Attacks by 1/2 for 5 turns |
| 26 | Reflect | – | 100 | 20 | Psychic • Damage from Physical attacks cut in half for 5 turns, even if Pokémon are substituted |
| 31 | Encore | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 36 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 41 | Baton Pass | – | 100 | 40 | Normal • Swaps Pokémon. New Pokémon gains any beneficial effects |
| 46 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Psychic**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 120 | 100 | 230 | 270 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Future Sight | 80 | 90 | 15 |
| Hypnosis | – | 60 | 20 |
| Mimic | – | 100 | 10 |

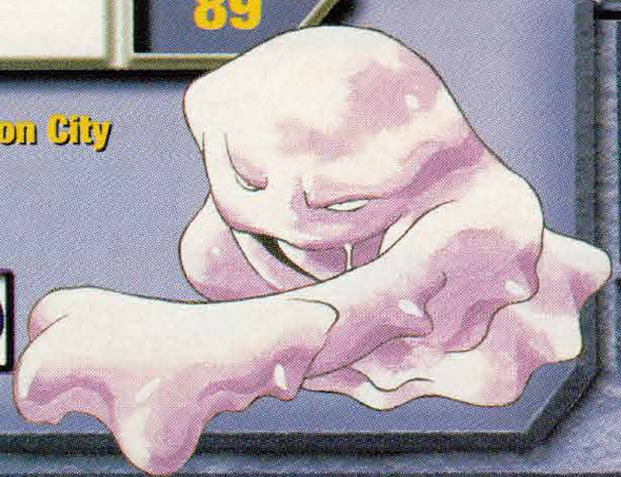
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Muk

**89**

**Route 16-18, Celadon City**



G S C

**EVOLUTION**

Grimer at level 0

Muk at level 38

This Pokémon is in these breeding groups: **INDETERMINATE**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Gas | – | 55 | 40 | Poison • Opponent becomes Poisoned |
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| 23 | Minimize | – | 100 | 20 | Normal • Raises user's Evasion |
| 31 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 33 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 37 | Disable | – | 55 | 20 | Normal • Disable oppt.'s last used move for a few turns |
| 45 | Sludge | 65 | 100 | 20 | Poison • Added Effect: Poisons opponent (30% success) |
| 45 | Acid Armor | – | 100 | 40 | Poison • Greatly raises user's Defense |
| 60 | Sludge Bomb | 90 | 100 | 10 | Poison • Added Effect: Poisons opponent (30% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 230 | 160 | 140 | 210 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Lick | 20 | 100 | 30 |
| Mean Look | – | 100 | 5 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Murkrow 198

Route 7, 16

G S C

**EVOLUTION**

Murkrow at level 0

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| 11 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2x damage |
| 16 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |
| 26 | Night Shade | – | 100 | 15 | Ghost • Deals damage equal to user's level, regardless of Type and Defense |
| 31 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 41 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user is in battle |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Dark
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 180 | 100 | 190 | 100 | 200 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Drill Peck | 80 | 100 | 20 |
| Mirror Move | – | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Wing Attack | 60 | 100 | 35 |
| Sky Attack | 140 | 90 | 5 |
| Whirlwind | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

## Natu 177

Ruins of Alph

G S C

**EVOLUTION**

Natu at level 0

Xatu at level 25

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Night Shade | – | 100 | 15 | Ghost • Deals damage equal to user's level regardless of Type and Defense |
| 20 | Teleport | – | 100 | 20 | Psychic • Escape from wild Pokémon/Field: Return to last Pokémon Center |
| 30 | Future Sight | 80 | 90 | 15 | Psychic • Attacks opponent two turns later |
| 40 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 50 | Psychic | 90 | 100 | 10 | Psychic • Reduces oppt.'s Special Defense (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Psychic
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 130 | 110 | 160 | 110 | 170 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Drill Peck | 80 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Haze | – | 100 | 30 |
| Quick Attack | 40 | 100 | 30 |
| Steel Wing | 70 | 90 | 25 |

**Moves That Can Be Learned From the Move Tutor**

# Nidoking

**34**

Evolves from Nidorino

**EVOLUTION**

| Nidoran ♂ | Nidorino | Nidoking |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| start | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| start | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons opponent (30% success) |
| 23 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 times in a row, then user becomes Confused |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: **Ground**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 200 | 180 | 200 | 180 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Amnesia | – | 100 | 20 |
| Beat Up | 10 | 100 | 10 |
| Confusion | 50 | 100 | 25 |
| Disable | – | 55 | 20 |
| Supersonic | – | 55 | 20 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

# Nidoqueen

**31**

Evolves from Nidorina

**EVOLUTION**

| Nidoran ♀ | Nidorina | Nidoqueen |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 23 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: **Ground**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 190 | 200 | 180 | 200 | 170 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Beat Up | 10 | 100 | 10 |
| Counter | – | 100 | 20 |
| Disable | – | 55 | 20 |
| Charm | – | 100 | 20 |
| Take Down | 90 | 85 | 20 |
| Supersonic | – | 55 | 20 |
| Focus Energy | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam
Thunderbolt

## Nidoran ♀ 29

**Route 35, National Park**

G S C

**EVOLUTION**

| Nidoran ♀ | Nidorina | Nidoqueen |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 12 | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 17 | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons opponent (30% success) |
| 23 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 30 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 38 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 110 | 120 | 110 | 110 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Beat Up | 10 | 100 | 10 |
| Counter | – | 100 | 20 |
| Disable | – | 55 | 20 |
| Charm | – | 100 | 20 |
| Take Down | 90 | 85 | 20 |
| Supersonic | – | 55 | 20 |
| Focus Energy | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Nidoran ♂ 32

**Route 35, National Park**

G S C

**EVOLUTION**

| Nidoran ♂ | Nidorino | Nidoking |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pokémon is in these breeding groups: MONSTER, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| 12 | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 17 | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons opponent (30% success) |
| 23 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 30 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 38 | Horn Drill | – | 30 | 5 | Normal • If it hits, opponent Faints |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 90 | 100 | 100 | 110 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Amnesia | – | 100 | 20 |
| Beat Up | 10 | 100 | 10 |
| Confusion | 50 | 100 | 25 |
| Disable | – | 55 | 20 |
| Supersonic | – | 55 | 20 |
| Take Down | 90 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Nidorina 30

Route 13-15

**EVOLUTION**

| Nidoran ♀ | Nidorina | Nidoqueen |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pok-mon is in these breeding groups: MONSTER / GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 12 | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 19 | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons opponent (30% success) |
| 27 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 36 | Bite | 60 | 100 | 25 | Type Dark • Added Effect: Opponent Flinches (30% success) |
| 46 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 150 | 170 | 120 | 120 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Beat Up | 10 | 100 | 10 |
| Counter | – | 100 | 20 |
| Disable | – | 55 | 20 |
| Charm | – | 100 | 20 |
| Take Down | 90 | 85 | 20 |
| Supersonic | – | 55 | 20 |
| Focus Energy | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Nidorino 33

Route 13-15

**EVOLUTION**

| Nidoran ♂ | Nidorino | Nidoking |
|---|---|---|
| at level 0 | at level 16 | Moon Stone |

This Pokémon is in these breeding groups: MONSTER / GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| 12 | Double Kick | 30 | 100 | 30 | Fighting • Attacks twice in one turn |
| 19 | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Poisons opponent (30% success) |
| 27 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 36 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 46 | Horn Drill | – | 30 | 5 | Normal • If it hits, opponent Faints |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 190 | 190 | 160 | 160 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Amnesia | – | 100 | 20 |
| Beat Up | 10 | 100 | 10 |
| Confusion | 50 | 100 | 25 |
| Disable | – | 55 | 20 |
| Supersonic | – | 55 | 20 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Ninetales

**38**

Evolves from Vulpix

**EVOLUTION**

Vulpix at level 0 → Ninetales Fire Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits opponent, regardless of Speed |
| start | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| start | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 43 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks opponent continuously for 2-5 turns |

Type 1: Fire
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 180 | 180 | 180 | 220 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Disable | – | 55 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Hypnosis | – | 60 | 20 |
| Spite | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Noctowl

**164**

Johto Woods Regions, Route 2, 5, 8, 11, 13-15, etc.

**EVOLUTION**

Hoothoot at level 0 → Noctowl at level 20

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's attack |
| 6 | Foresight | – | 100 | 40 | Normal • Normalizes opponent's Evasion |
| 11 | Peck | 35 | 100 | 35 | Flying • No special properties |
| 16 | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to Sleep |
| 25 | Reflect | – | 100 | 20 | Psychic • Reduces Physical damage by 1/2 for 5 turns |
| 33 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 41 | Confusion | 50 | 100 | 25 | Psychic • Confuses opponent (10% success) |
| 57 | Dream Eater | 100 | 100 | 15 | Psychic • Only hits sleeping opponents |

Type 1: Normal
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 120 | 120 | 170 | 210 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Wing Attack | 60 | 100 | 35 |
| Faint Attack | 60 | 100 | 20 |
| Supersonic | – | 55 | 20 |
| Sky Attack | 140 | 90 | 5 |
| Mirror Move | – | 100 | 20 |
| Whirlwind | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Octillery

**224**

Evolves from Remoraid

**EVOLUTION**

Remoraid at level 0 → Octillery at level 25

This Pokémon is in these breeding groups: **WATER 2**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 11 | Constrict | 10 | 100 | 35 | Normal • User's next attack will always hit |
| 22 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses oppt. (10% success) |
| 22 | Aurora Bean | 65 | 100 | 20 | Ice • Added Effect: Reduces oppt.'s Attack (10% success) |
| 22 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 25 | Octazooka | 65 | 85 | 10 | Water • Added Effect: Reduces oppt.'s Accuracy (50% success) |
| 38 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 54 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect: Freezes opponent (10% success) |
| 70 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 230 | 170 | 230 | 170 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Octazooka | 65 | 85 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam

# Oddish

**43**

Ilex Woods, Route 24-25

**EVOLUTION**

Oddish at level 0 → Gloom at level 21 → Vileplume (Leaf Stone) or Bellossom (Sun Stone)

This Pokémon is in these breeding groups: **PLANT**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Absorb | 20 | 100 | 20 | Grass • Refills HP by half of damage dealt to opponent |
| 7 | Sweet Scent | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon |
| 14 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 16 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 18 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 23 | Acid | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 32 | Moonlight | – | – | 5 | Normal • Refills HP. Efficacy changes based on time of day |
| 39 | Petal Dance | 70 | 100 | 20 | Grass • Attacks 2-3 turns in a row, then user becomes Confused |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Grass**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 110 | 120 | 160 | 140 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Synthesis | – | 100 | 5 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Razor Leaf | 55 | 95 | 25 |

**Moves That Can Be Learned From the Move Tutor**

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# Omanyte 138

Trade from Red / Blue / Yellow

**EVOLUTION**

Omanyte at level 0 → Omastar at level 40

This Pokémon is in these breeding groups: WATER 1, WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces oppt.'s Speed (10% success) |
| start | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 13 | Bite | 60 | 100 | 25 | Type Dark • Added Effect: Oppt. Flinches (30% success) |
| 19 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 31 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 37 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 49 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all of user's abilities (10% success) |
| 55 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Rock
Type 2: Water

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 90 | 220 | 190 | 120 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Bubblebeam | 65 | 100 | 20 |
| Slam | 80 | 75 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Omastar 139

Evolves from Omanyte

**EVOLUTION**

Omanyte at level 0 → Omastar at level 40

This Pokémon is in these breeding groups: WATER 1, WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces oppt.'s Speed (10% success) |
| start | Withdraw | – | – | 40 | Water • Raises user's Defense |
| 13 | Bite | 60 | 100 | 25 | Dark • Added Effect: Oppt. Flinches (30% success) |
| 19 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 31 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 37 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 40 | Spike Cannon | 20 | 100 | 15 | Normal • Attacks 2-3 times in one turn |
| 54 | Ancientpower | 60 | 100 | 5 | Rock • Added Effect: Raises all of user's abilities (10% success) |
| 65 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Rock
Type 2: Water

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 130 | 290 | 240 | 150 | 120 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | – | 30 |
| Supersonic | – | 55 | 20 |
| Bubblebeam | 65 | 100 | 20 |
| Slam | 80 | 75 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Onix

**95**

**Rock Tunnel, Mt. Silver, Union Cave, Victory Road, etc.**

G S C

**EVOLUTION**

**This Pokémon is in these breeding groups**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 10 | Bind | 15 | 75 | 20 | Normal • Traps and attacks opponent continuously for 2-5 turns |
| 14 | Rock Throw | 50 | 90 | 15 | Rock • Ordinary attack |
| 23 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 27 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 36 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokemon each turn, except Rock, Steel and Ground-types |
| 40 | Slam | 80 | 75 | 20 | Normal • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | | |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1**: Rock
**Type 2**: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 130 | 340 | 70 | 100 | 170 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Flail | – | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

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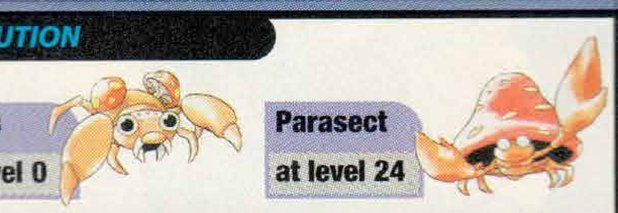
## Paras

**46**

**Ilex Woods, National Park, Mt. Moon**

G S C

**EVOLUTION**




**This Pokémon is in these breeding groups**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 7 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 13 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 19 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 25 | Spore | – | 100 | 15 | Grass • Puts opponent to sleep |
| 31 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 37 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |
| 43 | Giga Drain | 60 | 100 | 5 | Grass • Refills HP by half of damage done to opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1**: Bug
**Type 2**: Grass

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 170 | 130 | 110 | 130 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Pursuit | 40 | 100 | 20 |
| Counter | – | 100 | 20 |
| Psybeam | 65 | 100 | 20 |
| Flail | – | 100 | 15 |
| Light Screen | – | 100 | 30 |
| False Swipe | 40 | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

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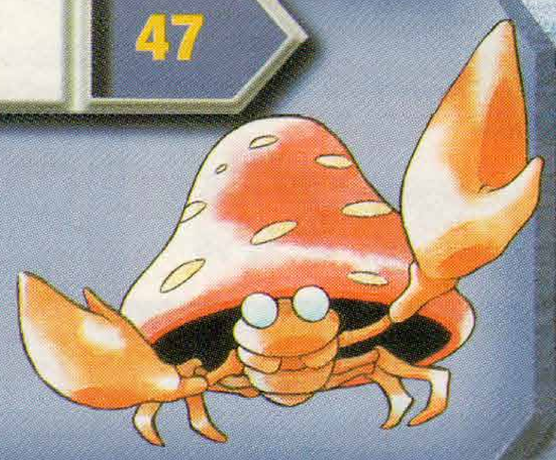
## Parasect 47

Mt. Silver



**EVOLUTION**

Paras at level 0 → Parasect at level 24

This Pokémon is in these breeding groups: BUG, PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 7 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 13 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 19 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 28 | Spore | – | 100 | 15 | Grass • Puts opponent to sleep |
| 37 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 46 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |
| 55 | Giga Drain | 60 | 100 | 5 | Grass • Refills HP by half of damage done to opponent |

Type 1: Bug
Type 2: Grass

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 220 | 180 | 140 | 180 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Pursuit | 40 | 100 | 20 |
| Counter | – | 100 | 20 |
| Psybeam | 65 | 100 | 20 |
| Flail | – | 100 | 15 |
| Light Screen | – | 100 | 30 |
| False Swipe | 40 | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the the Move Tutor**

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## Persian 53

Evolve from Meowth or catch in Route 7.

**EVOLUTION**

Meowth at level 0 → Persian at level 28

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Defense |
| 11 | Bite | 60 | 100 | 25 | Type Dark • Added Effect: Opponent Flinches (30% success) |
| 20 | Pay Day | 40 | 100 | 20 | Normal • You give money equal to double user's level (per attack) |
| 29 | Faint Attack | 60 | – | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 38 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 46 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 53 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 160 | 160 | 250 | 200 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Amnesia | – | 100 | 20 |
| Charm | – | 100 | 20 |
| Hypnosis | – | 60 | 20 |
| Spite | – | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

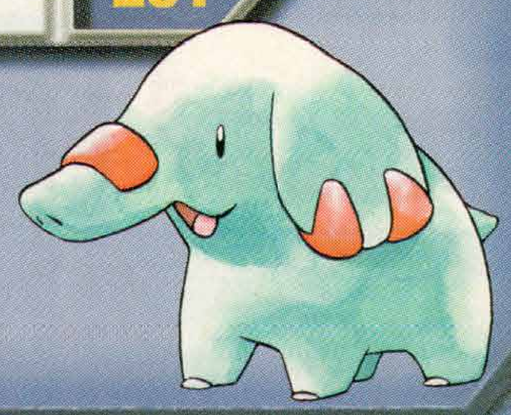
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the the Move Tutor**

Thunderbolt

## Phanpy 231

Route 45 and 46



**EVOLUTION**

Phanpy at level 0 → Donphan at level 25

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 9 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 17 | Flail | – | 100 | 15 | Normal • Gains Power based on HP user has |
| 25 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 33 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until misses |
| 41 | Endure | – | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 49 | Double-Edge | 120 | 100 | 15 | Normal •1/4 of damage dealt is also dealt to user |

Type 1: Ground
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 150 | 150 | 90 | 90 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Water Gun | 40 | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Focus Energy | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Pichu 172

Acquire from Egg

**EVOLUTION**

Pichu From Egg → Pikachu by Taming → Raichu Thunderstone

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Thundershock | 40 | 100 | 30 | Electric • Paralyzes opponents (10% success) |
| start | Charm | – | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 6 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 11 | Sweet Kiss | – | 75 | 10 | Normal • Confuses opponent |

Type 1: Electric
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 170 | 110 | 50 | 80 | 80 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Bide | – | 100 | 10 |
| Reversal | – | 100 | 15 |
| Doubleslap | 15 | 85 | 10 |
| Encore | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

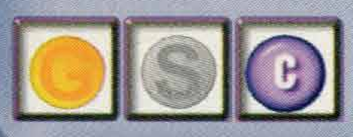
**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Pidgeot

**18**

Evolves from Pidgeotto



**EVOLUTION**

| Pidgey | Pidgeotto | Pidgeot |
|---|---|---|
| at level 0 | at level 18 | at level 36 |

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 5 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 9 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 15 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| 23 | Whirlwind | – | 100 | 20 | Normal • Ends battle/forces oppt. to switch Pokémon |
| 33 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 46 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 61 | Mirror Move | – | 100 | 20 | Flying • Hits oppt. with last move user was were hit with |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 180 | 160 | 150 | 150 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Foresight | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

–

# Pidgeotto

**17**

Route 2, 5, 8, 11, 13-15, 25, etc.

**EVOLUTION**

| Pidgey | Pidgeotto | Pidgeot |
|---|---|---|
| at level 0 | at level 18 | at level 36 |

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 5 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 9 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 15 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| 23 | Whirlwind | – | 100 | 20 | Normal • Ends battle/forces oppt. to switch Pokémon |
| 33 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 43 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 55 | Mirror Move | – | 100 | 20 | Flying • Hits oppt. with last move user was hit with |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 150 | 140 | 120 | 120 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Foresight | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

–

## Pidgey 16

**Ilex Woods, National Park, Route 1, 2, 5, 25, etc.**

G S C

**EVOLUTION**

| Pidgey | Pidgeotto | Pidgeot |
|---|---|---|
| at level 0 | at level 18 | at level 36 |

**This Pokémon is in these breeding groups:** FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Tackle** | 35 | 95 | 35 | Normal • No special properties |
| 5 | **Sand-Attack** | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 9 | **Gust** | 40 | 100 | 35 | Flying • No special properties |
| 15 | **Quick Attack** | 40 | 100 | 30 | Normal • Always hits before opponent |
| 21 | **Whirlwind** | – | 100 | 20 | Normal • Ends battle/forces oppt. to switch |
| 29 | **Wing Attack** | 60 | 100 | 35 | Flying • No special properties |
| 37 | **Agility** | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 47 | **Mirror Move** | – | 100 | 20 | Flying • Hits oppt. with last move user was hit with |

**Type 1:** Normal
**Type 2:** Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 120 | 110 | 110 | 110 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Foresight | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Pikachu 25

**Route 2, Celadon City**

G S C

**EVOLUTION**

| Pichu | Pikachu | Raichu |
|---|---|---|
| From Egg | by Taming | Thunderstone |

**This Pokémon is in these breeding groups:** FAIRY, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Thundershock** | 40 | 100 | 30 | Electric • Paralyzes opponents (10% success) |
| start | **Growl** | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 6 | **Tail Whip** | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | **Thunder Wave** | – | 100 | 20 | Electric • Paralyzes opponent |
| 11 | **Quick Attack** | 40 | 100 | 30 | Normal • Always hits before opponent |
| 15 | **Double Team** | – | 100 | 15 | Normal • Raises user's Evasion |
| 20 | **Slam** | 80 | 75 | 20 | Normal • No special properties |
| 26 | **Thunderbolt** | 95 | 100 | 15 | Electric • Paralyzes opponent (10% success) |
| 33 | **Agility** | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 41 | **Thunder** | 120 | 70 | 10 | Electric • Paralyzes opponent (30% success) |
| 50 | **Light screen** | – | 100 | 30 | Psychic • Reduces damage from Special by 1/2 for 5 turns |

**Type 1:** Electric
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 140 | 80 | 120 | 100 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Bide | – | 100 | 10 |
| Reversal | – | 100 | 15 |
| Doubleslap | 15 | 85 | 10 |
| Encore | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Piloswine 221

Evolves from Swinub

G S C

**EVOLUTION**

Swinub at level 0 — Piloswine at level 33

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Horn Attack | 60 | 100 | 25 | Normal • No special properties |
| 10 | Powder Snow | 40 | 100 | 25 | Ice • Added Effect: Freezes opponent (10% success) |
| 19 | Endure | – | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 28 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 33 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 42 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower Pokémon abilities |
| 56 | Blizzard | 120 | 70 | 5 | Ice • Added Effect: Freezes opponent (10% success) |
| 70 | Amnesia | - | 100 | 20 | Psychic • Greatly raises user's Special Defense |

Type 1: Ice
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 210 | 180 | 150 | 150 | 120 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Bite | 60 | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Take Down | 90 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Pineco 204

Johto Woods Regions

G S C

**EVOLUTION**

Pineco at level 0 — Forretress at level 31

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 8 | Selfdestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 15 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 22 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 29 | Bide | – | 100 | 10 | Normal • Damage recieved is doubled and shot back at opponent continuously for 2-5 turns |
| 36 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 43 | Spikes | – | 100 | 20 | Ground • Traps and attacks opponent continuously for 2-5 turns |
| 50 | Double-Edge | 120 | 100 | 15 | Normal • 1/4 of damage dealt is also dealt to user |

Type 1: Bug
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 140 | 200 | 90 | 90 | 50 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Reflect | – | 100 | 20 |
| Swift | 60 | 100 | 20 |
| Pin Missile | 14 | 85 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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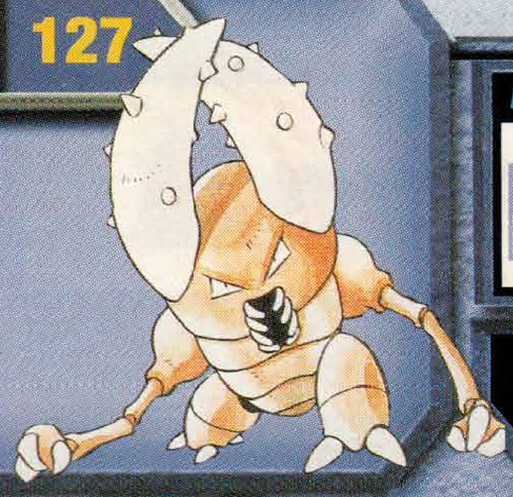
## Pinsir 127

National Park



**EVOLUTION**

Pinsir at level 0

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Vicegrip | 55 | 100 | 30 | Normal • No special properties |
| 7 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 13 | Bind | 15 | 75 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| 19 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type or Defense |
| 25 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 31 | Guillotine | – | 30 | 5 | Normal • If it hits, opponent Faints |
| 37 | Submission | 80 | 80 | 25 | Fighting • 1/4 of damage dealt is also dealt to user |
| 43 | Swords Dance | – | 100 | 30 | Normal • Greatly raises user's Attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Bug
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 290 | 210 | 120 | 150 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Fury Attack | 15 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

–

## Politoed 186

Evolves from Poliwhirl

**EVOLUTION**

Poliwag at level 0 → Poliwhirl at level 25 → Poliwrath Water Stone → Politoed (OR Poliwhirl Trade + King's Rock)

This Pokémon is in these breeding groups: WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| start | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to sleep |
| start | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 35 | Perish Song | – | 100 | 5 | Normal • Both Pokémon will Faint in 3 turns, unless either is switched |
| 51 | Swagger | – | 90 | 10 | Normal • Confuses opponent but greatly raises opponent's Attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 170 | 170 | 200 | 220 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

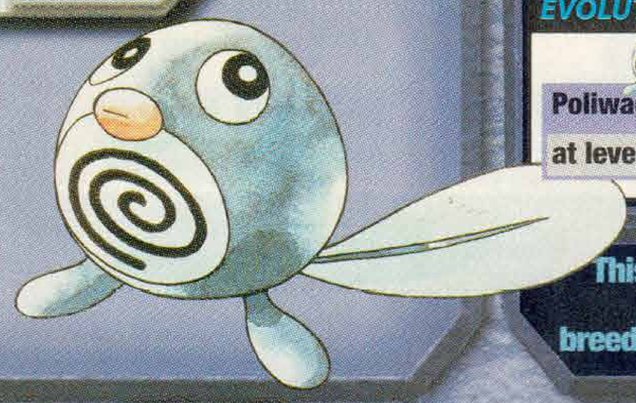
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Mind Reader | – | 100 | 5 |
| Mist | – | 100 | 30 |
| Splash | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Poliwag 60

Route 6, 22, 28, 30, 31, etc.



**EVOLUTION**

| Poliwag | Poliwhirl | Poliwrath | OR Politoed |
|---|---|---|---|
| at level 0 | at level 25 | Water Stone | Trade + King's Rock |

This Pokémon is in these breeding groups: WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • No special properties |
| 7 | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to sleep |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 19 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 25 | Rain Dance | – | 100 | 5 | Water • Increases the power of water-type attacks for 5 moves |
| 31 | Body Slam | 85 | 100 | 15 | Normal • Added effect:Paralyzes opponent (30% success) |
| 37 | Belly Drum | – | 100 | 10 | Normal • Raises attack to Max, but loses half of Max HP |
| 43 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 240 | 180 | 210 | 170 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Mind Reader | – | 100 | 5 |
| Mist | – | 100 | 30 |
| Splash | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

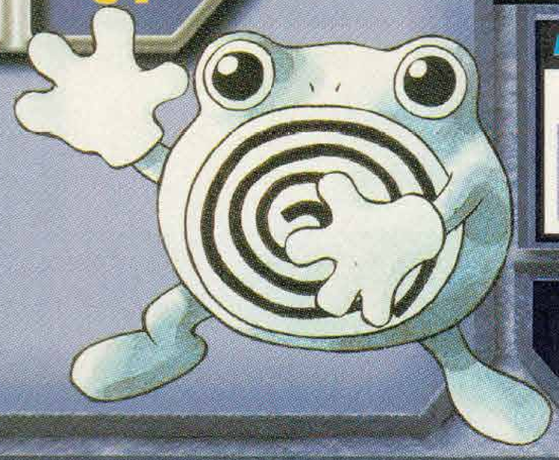
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Poliwhirl 61

Route 22, 28, 30, 31, 34, etc.



**EVOLUTION**

| Poliwag | Poliwhirl | Poliwrath | OR Politoed |
|---|---|---|---|
| at level 0 | at level 25 | Water Stone | Trade + King's Rock |

This Pokémon is in these breeding groups: WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • No special properties |
| 7 | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to sleep |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 19 | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 27 | Rain Dance | – | – | 5 | Water • Increases the power of water-type attacks for 5 moves |
| 35 | Body Slam | 85 | 100 | 15 | Normal • Added effect: Paralyzes opponent (30% success) |
| 43 | Belly Drum | – | 100 | 10 | Normal • Raises attack to Max, but loses half of Max HP |
| 51 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 240 | 180 | 210 | 170 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Mind Reader | – | 100 | 5 |
| Mist | – | 100 | 30 |
| Splash | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Poliwrath

**62**

**Evolves from Poliwhirl**

**EVOLUTION**

| Poliwag | Poliwhirl | Poliwrath | OR Politoed |
|---|---|---|---|
| at level 0 | at level 25 | Water Stone | Trade + King's Rock |

**This Pokémon is in these breeding groups:** WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Water Gun** | 40 | 100 | 25 | Water • No special properties |
| start | **Hypnosis** | – | 60 | 20 | Psychic • Puts opponent to sleep |
| start | **Doubleslap** | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |
| 35 | **Submission** | 80 | 80 | 25 | Fighting • 1/4 of damage dealt is also dealt to user |
| 51 | **Mind Reader** | – | 100 | 5 | Normal • User's next attack will always hit |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Water
**Type 2:** Fighting

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 190 | 190 | 160 | 160 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Mind Reader | – | 100 | 5 |
| Mist | – | 100 | 30 |
| Splash | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Ponyta

**77**

**Mt. Silver, Route 22, 26-28**

**EVOLUTION**

| Ponyta | Rapidash |
|---|---|
| at level 0 | at level 40 |

**This Pokémon is in these breeding groups:** GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Tackle** | 35 | 95 | 35 | Normal • No special properties |
| 4 | **Growl** | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | **Tail Whip** | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | **Ember** | 40 | 100 | 25 | Fire • Added Effect: Burns oppt. (10% success) |
| 19 | **Stomp** | 65 | 100 | 20 | Normal • Added Effect: Oppt. Flinches (30% success) |
| 26 | **Fire Spin** | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |
| 34 | **Take Down** | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 43 | **Agility** | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 53 | **Fire Blast** | 120 | 85 | 5 | Fire • Added Effect: Burns oppt. (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Type 1:** Fire
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 180 | 130 | 150 | 150 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

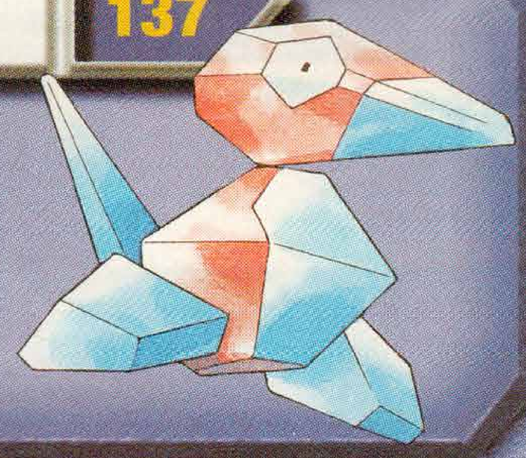
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Charm | – | 100 | 20 |
| Double Kick | 30 | 100 | 30 |
| Flame Wheel | 60 | 100 | 25 |
| Hypnosis | – | 60 | 20 |
| Quick Attack | 40 | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Porygon 137

Celadon City



G S C

**EVOLUTION**

Porygon at level 0 → Porygon2 Up-Grade+Trade

This Pokémon is in these breeding groups: GENDER UNKNOWN

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Conversion2 | – | 100 | 30 | Normal • Changes users type to one that is resistant to oppt.'s last move |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Conversion | – | 100 | 30 | Normal • Changes own type to that of one of the user's attack types |
| 9 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 12 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 20 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 24 | Sharpen | – | 100 | 30 | Normal • Raises user's Attack |
| 32 | Lock-On | – | 100 | 5 | Normal • User's next attack will always hit |
| 36 | Tri Attack | 80 | 100 | 10 | Normal • Added Effect: Paralyzes, Burns or Freezes oppt. (20% success) |
| 44 | Zap Cannon | 100 | 50 | 5 | Electric • If it hits, Paralyzes opponent |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 140 | 170 | 200 | 180 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| | | | |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

# Porygon2 233

Evolves from Porygon

G S C

**EVOLUTION**

Porygon at level 0 → Porygon2 Up-Grade+Trade

This Pokémon is in these breeding groups: GENDER UNKNOWN

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Conversion2 | – | 100 | 30 | Normal • Changes users type to one that is resistant to oppt.'s last move |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Conversion | – | 100 | 30 | Normal • Changes own type to that of one of the user's attack types |
| 9 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 12 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 20 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 24 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 32 | Lock-On | – | 100 | 5 | Normal • User's next attack will always hit |
| 36 | Tri Attack | 80 | 100 | 10 | Normal • Added Effect: Paralyzes, Burns or Freezes oppt. (20% success) |
| 44 | Zap Cannon | 100 | 50 | 5 | Electric • If it hits, Paralyzes opponent |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 190 | 190 | 230 | 210 | 150 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| | | | |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Primeape 57

Evolves from Mankey

**EVOLUTION**

Mankey at level 0 → Primeape at level 28

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent 's Defense |
| 9 | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches (30% success) |
| 15 | Karate Chop | 50 | 100 | 25 | Fighting • Likely to become a critical hit |
| 21 | Fury Swipes | 15 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 27 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 28 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 36 | Seismic Toss | – | 100 | 20 | Fighting • Deals damage equal to user's level, regardless of Type and Defense |
| 45 | Cross Chop | 100 | 80 | 5 | Fighting • Likely to become a critical hit |
| 54 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 63 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |

Type 1: Fighting
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 230 | 140 | 150 | 170 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Meditate | – | 100 | 40 |
| Beat Up | 10 | 100 | 10 |
| Foresight | – | 100 | 40 |
| Reversal | – | 100 | 15 |
| Rock Slide | 75 | 90 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Psyduck 54

Surf in Route 6, 45, Ilex Forest.

**EVOLUTION**

Psyduck at level 0 → Golduck at level 33

This Pokémon is in these breeding groups: GROUND, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 5 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Disable | – | 55 | 20 | Normal • Disables oppt.'s last used move for a few turns |
| 16 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses Opponent (10% success) |
| 23 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 31 | Psych Up | – | 100 | 10 | Normal • Oppt.'s moves with beneficial effects also affect your Pokémon |
| 40 | Fury Swipes | 15 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 50 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 120 | 120 | 140 | 120 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Cross Chop | 100 | 80 | 5 |
| Foresight | – | 100 | 40 |
| Future Sight | 80 | 90 | 15 |
| Ice Beam | 95 | 100 | 10 |
| Hypnosis | – | 60 | 20 |
| Light Screen | – | 100 | 30 |
| Psybeam | 65 | 100 | 20 |
| Psychic | 90 | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Pupitar

**247**

**Mt. Silver**

**EVOLUTION**

Larvitar at level 0 → Pupitar at level 30 → Tyranitar at level 55

This Pokémon is in these breeding groups: **MONSTER**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types |
| 15 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 22 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Opponent Flinches (30% success) |
| 29 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 times in a row, then user becomes confused |
| 38 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 47 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20% success) |
| 56 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 65 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 |
|---|---|
| Rock | Ground |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 190 | 170 | 140 | 150 | 120 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Focus Energy | – | 100 | 30 |
| Outrage | 90 | 100 | 15 |
| Stomp | 65 | 100 | 20 |

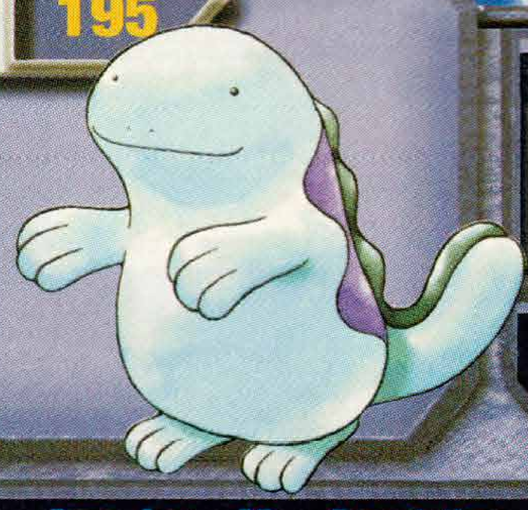
**Moves That Can Be Learned From the Move Tutor**

–

# Quagsire

**195**

**Route 12-15, 26, 27, 32, Ruins of Alph, Union Cave**



**EVOLUTION**

Wooper at level 0 → Quagsire at level 20

This Pokémon is in these breeding groups: **WATER 1** / **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 11 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 23 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 35 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 47 | Rain Dance | – | 100 | 5 | Water • Raises Power of Water-type attacks for 5 turns |
| 59 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower stats |
| 59 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 |
|---|---|
| Water | Ground |

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 190 | 190 | 160 | 160 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Safeguard | – | 100 | 25 |
| Body Slam | 85 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Quilava

**57**

Evolves from Cyndaquil

**EVOLUTION**

Cyndaquil at level 0 → Quilava at level 14 → Typhlosion at level 36

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 12 | Ember | 40 | 100 | 25 | Fire • Burns opponent (10% success) |
| 21 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| 31 | Flame Wheel | 60 | 100 | 25 | Fire • Burns opponent (10% success) |
| 42 | Swift | 60 | 100 | 20 | Normal • Always hits opponent (except during Fly, Dig, etc.) |
| 54 | Flamethrower | 95 | 100 | 15 | Fire • Burns opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fire**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 140 | 140 | 170 | 140 | 190 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Reversal | – | 100 | 15 |
| Submission | 80 | 80 | 25 |
| Foresight | – | 100 | 40 |
| Fury Swipes | 15 | 80 | 15 |
| Quick Attack | 40 | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Qwilfish

**211**

Route 12, 13, 32

**EVOLUTION**

Qwilfish at level 0

This Pokémon is in these breeding groups: **WATER 2**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |
| start | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Opponent becomes Poisoned (30% success) |
| start | Spikes | – | 100 | 20 | Ground • Whenever an opponent brings in a new Pokémon, it takes damage |
| 10 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 10 | Minimize | – | 100 | 20 | Normal • Raises user's Evasion |
| 19 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 28 | Pin Missile | 15 | 85 | 20 | Bug • Attacks 2-5 times in one turn |
| 37 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 46 | Hydro Pump | 120 | 80 | 5 | Water • Normal Attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 210 | 170 | 140 | 140 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Haze | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Bubblebeam | 65 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Raichu

**26**

Evolves from Pikachu

**EVOLUTION**

| Pichu | Pikachu | Raichu |
|---|---|---|
| From Egg | by Taming | Thunderstone |

This Pokémon is in these breeding groups: FAIRY, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Thundershock | 40 | 100 | 30 | Electric • Paralyzes opponents (10% success) |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| start | Thunderbolt | 95 | 100 | 15 | Electric • Paralyzes opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 210 | 130 | 200 | 180 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Bide | – | 100 | 10 |
| Reversal | – | 100 | 15 |
| Doubleslap | 15 | 85 | 10 |
| Encore | – | 100 | 5 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Raikou

**243**

Johto Grass Routes

**EVOLUTION**

Raikou at level 0

This Pokémon is in these breeding groups: FAIRY, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Bite | 60 | 100 | 25 | Dark • Added effect: Opponent Flinches (30% success) |
| 11 | Thundershock | 40 | 100 | 30 | Electric • Added effect: Paralyzes opponent (10% success) |
| 21 | Roar | – | 100 | 20 | Normal • Ends battle vs. wild Pokemon/Forces oppt. to switch Pokemon |
| 31 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 41 | Spark | 65 | 100 | 20 | Electric • Added Effect: Paralyzes oppt. (30% success) |
| 51 | Reflect | – | 100 | 20 | Psychic • Reduces damage from oppt.'s Physical attacks by 1/2 for 5 turns |
| 61 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20% success) |
| 71 | Thunder | 120 | 70 | 10 | Electric • Added Effect: Paralyzes oppt. (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Electric**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 190 | 160 | 250 | 220 | 250 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Rapidash 78

**Route 28, Mt. Silver**

G S C

**EVOLUTION**

Ponyta at level 0 → Rapidash at level 40

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 8 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns oppt. (10% success) |
| 19 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Oppt. Flinches (30% success) |
| 26 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks oppt. continuously for 2-5 turns |
| 34 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 40 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 47 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 61 | Fire Blast | 120 | 85 | 5 | Fire • Added Effect: Burns oppt. (10% success) |

Type 1: **Fire**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 220 | 100 | 190 | 190 | 240 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Charm | – | 100 | 20 |
| Double Kick | 30 | 100 | 30 |
| Flame Wheel | 60 | 100 | 25 |
| Hypnosis | – | 60 | 20 |
| Quick Attack | 40 | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Raticate 20

**Route 1, 3, 4, 6, 7, 9, 10, 11, etc.**

G S C

**EVOLUTION**

Rattata at level 0 → Raticate at level 20

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 13 | Hyper Fang | 80 | 90 | 15 | Normal • Opponent Flinches (10% success) |
| 20 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 30 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon it hits that Pokémon for 2x damage |
| 40 | Super Fang | – | 90 | 10 | Normal • Reduces opponent's HP by 1/2 |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 180 | 140 | 120 | 160 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Counter | – | 100 | 20 |
| Reversal | – | 100 | 15 |
| Fury Swipes | 15 | 85 | 15 |
| Flame Wheel | 60 | 100 | 25 |
| Bite | 60 | 100 | 25 |

**TM's and HM's That Can Be Used on This Pokémon**

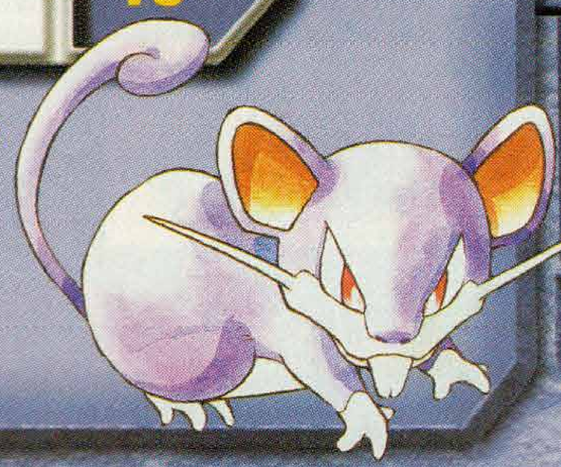
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam

## Rattata 19

Route 1, 3, 4, 6, 7, 9, 11, 21, etc.



**EVOLUTION**

Rattata at level 0 → Raticate at level 20

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Quick Attack | 40 | 100 | 30 | Normal • Always hits opponent, regardless of Speed |
| 13 | Hyper Fang | 80 | 90 | 15 | Normal • Opponent Flinches (10% success) |
| 20 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a Critical Hit |
| 27 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon it hits that Pokémon for 2x damage |
| 34 | Super Fang | – | 90 | 10 | Normal • Reduces opponent's HP by 1/2 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 150 | 80 | 60 | 80 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Counter | – | 100 | 20 |
| Reversal | – | 100 | 15 |
| Fury Swipes | 15 | 85 | 15 |
| Flame Wheel | 60 | 100 | 25 |
| Bite | 60 | 100 | 25 |

**Moves That Can Be Learned From the Move Tutor**

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## Remoraid 223

Trade from Gold and Silver

**EVOLUTION**

Remoraid at level 0 → Octillery at level 25

This Pokémon is in these breeding groups: WATER 2

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 11 | Lock-On | – | 100 | 5 | Normal • User's next attack will always hit |
| 22 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses oppt. (10% success) |
| 22 | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces oppt.'s Attack (10% success) |
| 22 | Bubble Beam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 33 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 44 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect: Freezes opponent (10% success) |
| 55 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 160 | 80 | 150 | 90 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | 100 | 30 |
| Supersonic | – | 55 | 20 |
| Octazooka | 65 | 85 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice Beam

## Rhydon 112

Victory Road

**EVOLUTION**

Rhyhorn at level 0 → Rhydon at level 42

This Pokémon is in these breeding groups: MONSTER / GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Horn Attack | 25 | 100 | 25 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Oppt. Flinches (30% success) |
| 19 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 31 | Scary Face | – | 90 | 10 | Normal • Greatly reduces oppt.'s Speed |
| 37 | Horn Drill | – | 30 | 5 | Normal • If it hits, opponent faints |
| 54 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 65 | Earthquake | 100 | 100 | 10 | Ground • No special properties |

Type 1: Ground
Type 2: Rock

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 340 | 290 | 260 | 120 | 120 | 90 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Rock Slide | 75 | 90 | 10 |
| Pursuit | 40 | 100 | 20 |
| Counter | – | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Reversal | – | 100 | 15 |
| Magnitude | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

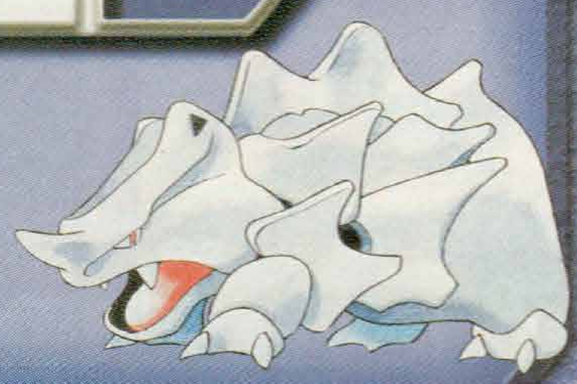
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Rhyhorn 111

Victory Road



**EVOLUTION**

Rhyhorn at level 0 → Rhydon at level 42

This Pokémon is in these breeding groups: MONSTER / GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Oppt. Flinches (30% success) |
| 19 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 31 | Scary Face | – | 90 | 10 | Normal • Greatly reduces oppt.'s Speed |
| 37 | Horn Drill | – | 30 | 5 | Normal • If it hits, opponent faints |
| 49 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 55 | Earthquake | 100 | 100 | 10 | Ground • No special properties |

Type 1: Ground
Type 2: Rock

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 210 | 220 | 90 | 90 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Rock Slide | 75 | 90 | 10 |
| Pursuit | 40 | 100 | 20 |
| Counter | – | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Reversal | – | 100 | 15 |
| Magnitude | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Sandshrew 27

Route 3, 4, Mt. Moon, Union Cave

**EVOLUTION**

Sandshrew at level 0 → Sandslash at level 22

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 6 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 11 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 17 | Poison Sting | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| 23 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 30 | Swift | 60 | 100 | 20 | Normal • Always hits, except during Dig, Fly, etc. |
| 37 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 45 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokemon each turn |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ground
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 170 | 200 | 50 | 70 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Metal Claw | 50 | 95 | 35 |
| Flail | – | 100 | 15 |
| Rapid Spin | 20 | 100 | 40 |
| Safeguard | – | 100 | 25 |

**Moves That Can Be Learned From the Move Tutor**

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## Sandslash 28

Route 26, Victory Road

**EVOLUTION**

Sandshrew at level 0 → Sandslash at level 22

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| 6 | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| 11 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 17 | Poison Sting | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| 24 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 33 | Swift | 60 | 100 | 20 | Normal • Always hits, except during Dig, Fly, etc. |
| 42 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 52 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokemon each turn |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ground
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 210 | 250 | 100 | 120 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Metal Claw | 50 | 95 | 35 |
| Flail | – | 100 | 15 |
| Rapid Spin | 20 | 100 | 40 |
| Safeguard | – | 100 | 25 |

**Moves That Can Be Learned From the Move Tutor**

–

# Scizor

212

Evolves from Scyther

G S C

**EVOLUTION**

Scyther at level 0 → Scizor (Metal Coat + Trade)

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Focus Energy | – | – | 30 | Normal • Next move will likely be a critical hit |
| 12 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 18 | False Swipe | 40 | 100 | 40 | Normal • Always leaves oppt. with at least 1 HP |
| 24 | Agility | – | – | 30 | Psychic • Greatly raises user's Speed |
| 30 | Metal Claw | 50 | 95 | 35 | Steel • Added Effect: Raises user's Attack (10% success) |
| 36 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 42 | Swords Dance | – | 100 | 30 | Normal • Greatly raises user's Attack |
| 48 | Double Team | – | 100 | 15 | Normal • Raises user's Evasion |

Type 1: Bug
Type 2: Steel

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 280 | 220 | 130 | 180 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Baton Pass | – | 100 | 40 |
| Light Screen | – | 100 | 30 |
| Safeguard | – | 100 | 25 |
| Razor Wind | 80 | 75 | 10 |
| Reversal | – | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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# Scyther

123

National Park

G S C

**EVOLUTION**

Scyther at level 0 → Scizor (Metal Coat + Trade)

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| Start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Focus Energy | – | 100 | 30 | Normal • Next move will likely be a critical hit |
| 12 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 18 | False Swipe | 40 | 100 | 40 | Normal • Always leaves oppt. with at least 1 HP |
| 24 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 30 | Wing Attack | 60 | 100 | 35 | Flying • Normal attack |
| 36 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 42 | Swords Dance | – | 100 | 30 | Normal • Greatly raises user's Attack |
| 48 | Double Team | – | 100 | 15 | Normal • Raises user's Evasion |

Type 1: Bug
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 230 | 180 | 140 | 190 | 240 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Baton Pass | – | 100 | 40 |
| Light Screen | – | 100 | 30 |
| Safeguard | – | 100 | 25 |
| Razor Wind | 80 | 75 | 10 |
| Reversal | – | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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## Seadra 117

**Whirl Islands**

**EVOLUTION**

Horsea at level 0 → Seadra at level 32 → Kingdra Dragon Scale+Trade

This Pokémon is in these breeding groups: DRAGON, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 8 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 15 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 22 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 29 | Twister | 40 | 100 | 20 | Dragon • Added Effect: Oppt. Flinches (20% success) |
| 40 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 51 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 130 | 130 | 180 | 140 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Octazooka | 65 | 85 | 10 |
| Flail | – | 100 | 15 |
| Splash | – | 100 | 40 |
| Disable | – | 55 | 20 |
| Dragon Rage | 40 | 100 | 10 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Seaking 119

**Route 4, 9, 10, 24-25, 42, Mt. Silver, Mt. Mortar, etc.**

**EVOLUTION**

Goldeen at level 0 → Seaking at level 33

This Pokémon is in these breeding groups: WATER 2

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 15 | Horn Attack | 65 | 100 | 35 | Normal • No special properties |
| 24 | Flail | – | 100 | 15 | Normal • Gains Power based on how little HP user has |
| 29 | Fury Attack | 15 | 85 | 20 | Normal • attacks 2-5 times in one turn |
| 41 | Waterfall | 80 | 100 | 15 | Water • Field: Can swim up waterfalls |
| 49 | Horn Drill | – | 30 | 5 | Normal • If it hits, opponent faints |
| 61 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 220 | 150 | 140 | 170 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Psybeam | 65 | 100 | 20 |
| Hydro Pump | 120 | 80 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

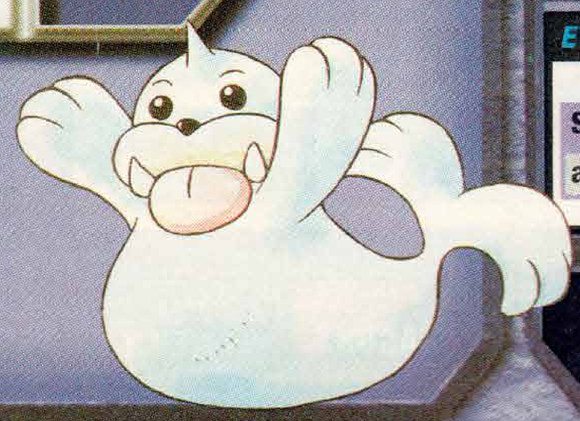
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Seel 86

**Whirl Islands**



**EVOLUTION**

Seel at level 0 → Dewgong at level 34

This Pokémon is in these breeding groups: WATER 1, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt Flinches (30% success)/Field: Knock Pokémon from trees |
| 5 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 16 | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces oppt.'s Attack (10% success) |
| 21 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for next 2 turns |
| 32 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 37 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect: Freezes opponent (10% success) |
| 48 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 100 | 150 | 110 | 160 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Peck | 35 | 100 | 35 |
| Perish Song | – | 100 | 5 |
| Disable | – | 55 | 20 |
| Lick | 20 | 100 | 30 |
| Slam | 80 | 75 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Sentret 161

**Route 1, 29, 43**

**EVOLUTION**

Sentret at level 0 → Furret at level 15

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal atttack |
| 5 | Defense Curl | – | 100 | 40 | Normal • Raises Defense by one level |
| 11 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent regardless of Speed |
| 17 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 25 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 33 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user sleeps for the next 2 turns |
| 41 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 120 | 90 | 80 | 100 | 60 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Double-Edge | 120 | 100 | 15 |
| Focus Energy | – | 100 | 30 |
| Reversal | – | 100 | 15 |
| Slash | 70 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

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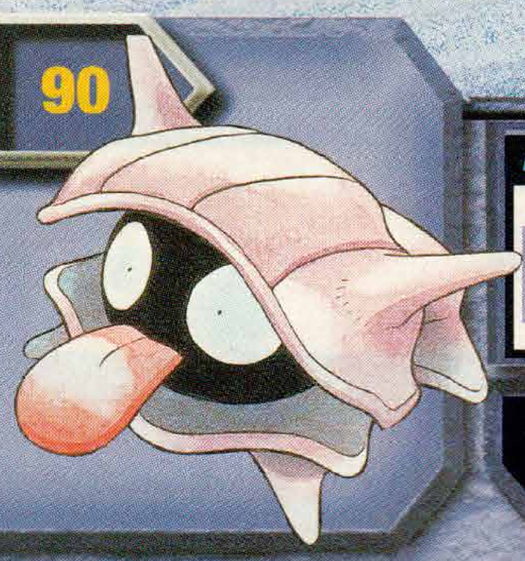
## Shellder 90

Route 20-21, 26-27, 41, New Bark Town, Olivine City, etc.



**EVOLUTION**

Shellder at level 0 → Cloyster Water Stone

This Pokémon is in these breeding groups: WATER 3

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 9 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 17 | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces opponent's Attack (10% success) |
| 25 | Protect | – | 100 | 10 | Normal • Protects from any attack; if used again, success % decreases |
| 33 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 41 | Clamp | 35 | 75 | 10 | Water • Traps and attacks opponent continuously for 2-5 turns |
| 49 | Ice Beam | 95 | 100 | 10 | Ice • Added Effect: Freezes Opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 150 | 210 | 120 | 80 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

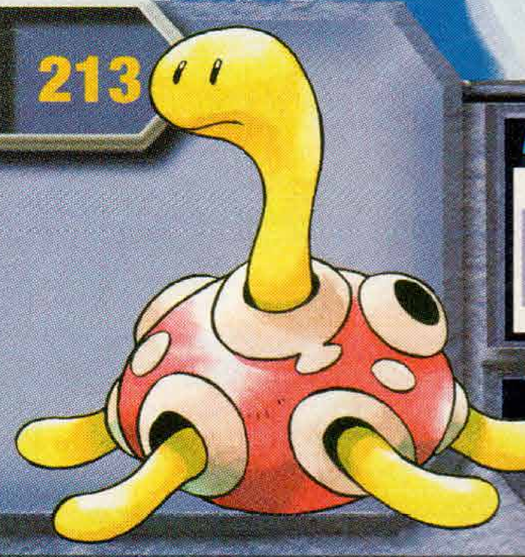
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Barrier | – | 100 | 30 |
| Bubblebeam | 65 | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Shuckle 213

Route 40, Ice Path, Cianwood City



**EVOLUTION**

Shuckle at level 0

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces opponent's Speed (10% success) |
| start | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 9 | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| 14 | Encore | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 23 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 28 | Bide | – | 100 | 10 | Normal • Deals damage = 2X oppt.'s attacks after 2-3 turns |
| 37 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for the next two turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Bug
Type 2: Rock

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 160 | 40 | 480 | 40 | 480 | 20 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Sweet Scent | – | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

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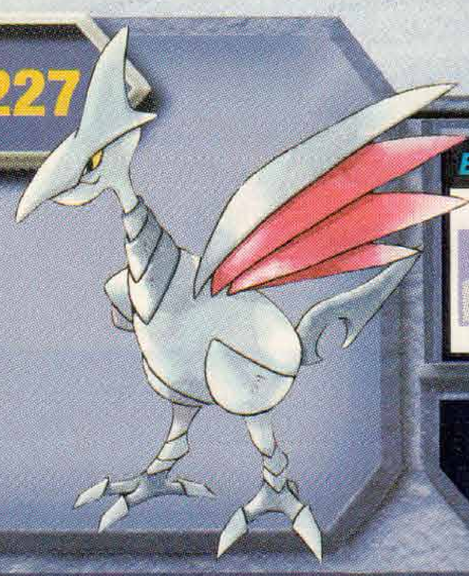
# Skarmory 227

Route 45



**EVOLUTION**

Skarmory at level 0

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| 13 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 19 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 25 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 37 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 49 | Steel Wing | 70 | 90 | 25 | Steel • Added Effect: Raises user's Defense (10% success) |

Type 1: Steel
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 180 | 290 | 110 | 170 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Drill Peck | 80 | 100 | 20 |
| Pursuit | 40 | 100 | 20 |
| Sky Attack | 140 | 90 | 5 |
| Whirlwind | – | 100 | 20 |

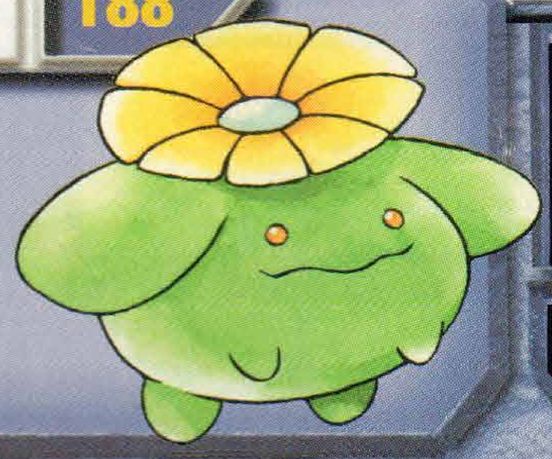
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Skiploom 188

Route 14



**EVOLUTION**

Hoppip at level 0 → Skiploom at level 18 → Jumpluff at level 27

This Pokémon is in these breeding groups: PLANT, FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Splash | – | 100 | 40 | Normal • Does absolutely nothing |
| 5 | Synthesis | – | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day. |
| 5 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 13 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 17 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 22 | Leech Seed | – | 90 | 10 | Grass • Steals a bit of HP from opponent every turn until battle ends |
| 29 | Cotton Spore | – | 85 | 40 | Grass • Greatly reduces opponent's Speed |
| 36 | Mega Drain | 40 | 100 | 10 | Grass • Refills HP by half of damage dealt to opponent |

Type 1: Grass
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 120 | 120 | 120 | 160 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Encore | – | 100 | 5 |
| Amnesia | – | 100 | 20 |
| Reflect | – | 100 | 20 |
| Confusion | 50 | 100 | 25 |
| Double-Edge | 120 | 100 | 15 |
| Growl | – | 100 | 40 |
| Pay Day | 40 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

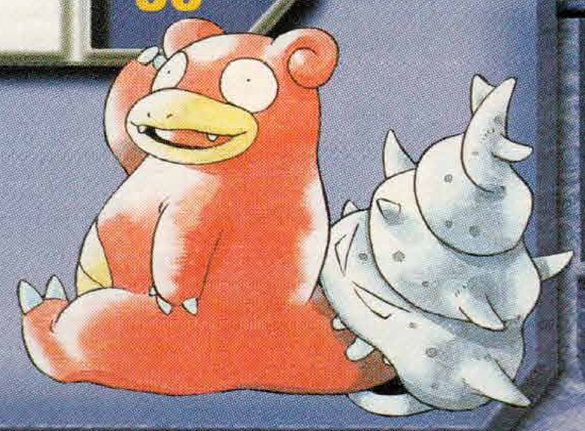
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Slowbro

**90**

**Slowpoke Well**



**EVOLUTION**

| Slowpoke | Slowbro | Slowking |
|---|---|---|
| at level 0 | at level 37 | Trade+King's Rock |

This Pokémon is in these breeding groups: WATER 1 — MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Curse | – | 100 | 10 | Ghost • If used by Ghost cuts own HP by half, lowers opponents HP each turn |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 15 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 20 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 29 | Disable | – | 55 | 20 | Normal • Disables opponent's last used move for a few turns |
| 34 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt Flinches (30% success) /Field:Knock Pokémon from trees |
| 37 | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 46 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 54 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponents Special Defense (10% success) |

**Type 1:** Water
**Type 2:** Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 170 | 240 | 240 | 200 | 70 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Future Sight | 80 | 90 | 15 |
| Belly Drum | – | 100 | 10 |
| Stomp | 65 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice beam

# Slowking

**199**

**Evolves from Slowpoke**

**EVOLUTION**

| Slowpoke | Slowbro | Slowking |
|---|---|---|
| at level 0 | at level 37 | Trade+King's Rock |

This Pokémon is in these breeding groups: WATER 1 — MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Curse | – | 100 | 10 | Ghost • If used by Ghost cuts own HP by half, hurts opponent each turn |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 6 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 15 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 20 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 29 | Disable | – | 55 | 20 | Normal • Disables opponent's last used move for a few turns |
| 34 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt Flinches (30% success) /Field: Knock Pokémon from trees |
| 43 | Swagger | – | 90 | 10 | Normal • Confuses opponent but greatly raises opponent's Attack |
| 48 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponents Special Defense (10% success) |

**Type 1:** Water
**Type 2:** Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 280 | 180 | 220 | 240 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Future Sight | 80 | 90 | 15 |
| Belly Drum | – | 100 | 10 |
| Stomp | 65 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

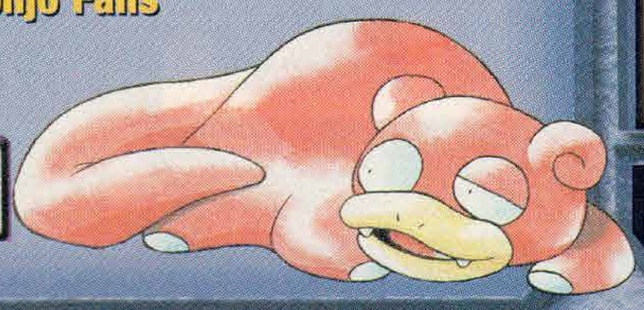
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice beam

# Slowpoke 79

**Slowpoke Well, Tohjo Falls**



**EVOLUTION**

| Slowpoke | Slowbro | Slowking |
|---|---|---|
| at level 0 | at level 37 | Trade+King's Rock |

**This Pokémon is in these breeding groups:** WATER 1 · MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Curse | – | 100 | 10 | Ghost • If used by Ghost cuts own HP by half, hurts opponent each turn |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 15 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 20 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 29 | Disable | – | 55 | 20 | Normal • Disable opponent's last used move for a few turns |
| 34 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt Flinches (30% success) /Field: Knock Pokémon from trees |
| 43 | Amnesia | – | 100 | 10 | Psychic • Greatly raises user's Special Defense |
| 48 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponents Special Defense (10% success) |

**Type 1:** Water
**Type 2:** Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 100 | 100 | 100 | 100 | 50 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | – | 25 |
| Future Sight | 80 | 90 | 15 |
| Belly Drum | – | – | 10 |
| Stomp | 65 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Ice beam

# Slugma 218

**Routes 16-18**

**EVOLUTION**

| Slugma | Magcargo |
|---|---|
| at level 0 | at level 38 |

**This Pokémon is in these breeding groups:** INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (50% success) |
| 8 | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| 15 | Rock Throw | 50 | 90 | 15 | Rock • No special properties |
| 22 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 29 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 36 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 43 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Oppt. Flinches (30% success) |
| 50 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |

**Type 1:** Fire
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 100 | 100 | 160 | 100 | 50 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Acid Armor | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

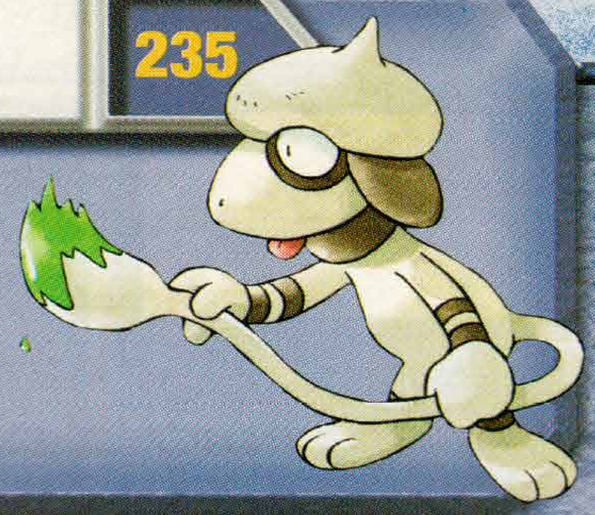
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

## Smeargle 235

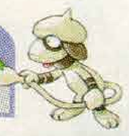
Ruins of Alph



G S C

**EVOLUTION**

Smeargle at level 0



This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 11 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 21 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 31 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 41 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 51 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 61 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 71 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 81 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |
| 91 | Sketch | – | 100 | 1 | Normal • Permanently copies last technique used by oppt. |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 70 | 80 | 60 | 110 | 160 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

Moves That Can Be Learned From the Move Tutor

## Smoochum 238

Acquire from Egg

G S C

**EVOLUTION**

Smoochum From Egg → Jynx at level 30

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Pound | 40 | 100 | 35 | Normal • No special properties |
| start | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 9 | Sweet Kiss | – | 75 | 10 | Normal • Confuses opponent |
| 13 | Powder Snow | 40 | 100 | 25 | Ice • Added Effect: Freezes opponent (10% success) |
| 21 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 25 | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| 33 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 37 | Psychic | 90 | 100 | 15 | Psychic • Added Effect: Reduces opponent's Special Defence (10% success) |
| 45 | Perish Song | – | 100 | 5 | Normal • Both Pokémon will Faint in 3 turns, unless either is switched |
| 49 | Blizzard | 120 | 70 | 5 | Ice • Added Effect: Freezes opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ice
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 80 | 50 | 190 | 150 | 150 |

Moves That Can be Inherited When Hatched From an Egg

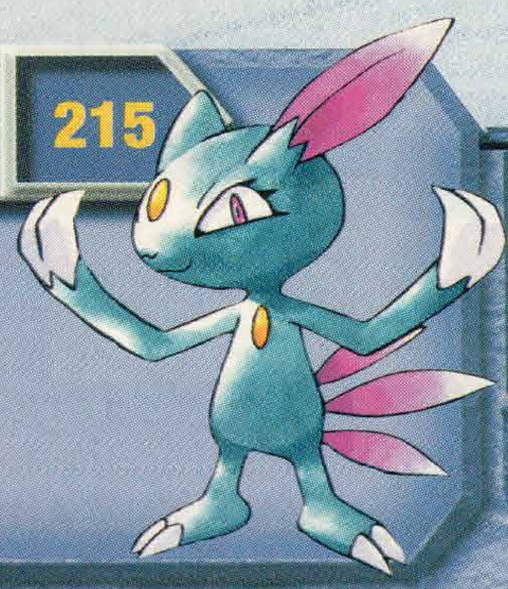
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Meditate | – | 100 | 40 |

Moves That Can Be Learned From the Move Tutor

Ice beam

## Sneasel 215

Ice Path



**EVOLUTION**

Sneasel at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 9 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 17 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 25 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 33 | Fury Swipes | 15 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 41 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 49 | Slash | 70 | 100 | 20 | Normal • Likely to become a critical hit |
| 57 | Beat Up | 10 | 100 | 10 | Dark • Attack's Power is +10 for each healthy Pokémon on team |
| 65 | Metal Claw | 50 | 95 | 35 | Steel • Added effect: Raises user's Attacks (10% success) |

Type 1: Dark
Type 2: Ice

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 210 | 130 | 90 | 170 | 250 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Counter | – | 100 | 20 |
| Reflect | – | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Spite | – | 100 | 10 |
| Foresight | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

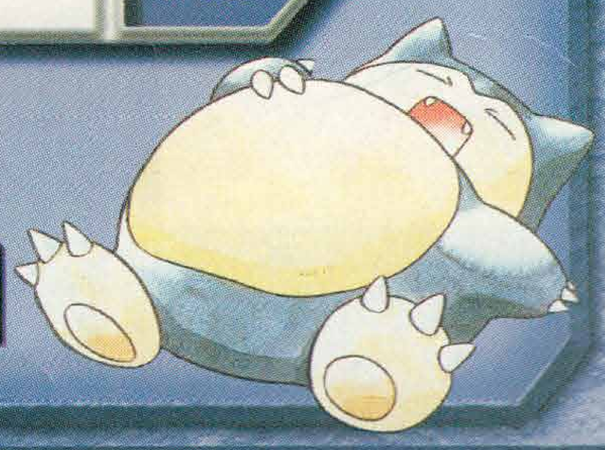
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Snorlax 143

Vermilion City



**EVOLUTION**

Snorlax at level 0

This Pokémon is in these breeding groups: MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 15 | Defense Curl | – | 100 | 40 | Normal • Raises Defenses |
| 22 | Belly Drum | – | 100 | 10 | Normal • Raises attack to Max, but loses half of Max HP |
| 29 | Headbutt | 70 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30% success) Field: Knock Pokémon from trees |
| 36 | Snore | 40 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30% success); Use only while Asleep |
| 36 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for next 2 turns |
| 43 | Body Slam | 85 | 100 | 15 | Normal • Added Effect: Paralyzes opponent (30% success) |
| 50 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until misses |
| 57 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 450 | 230 | 150 | 100 | 250 | 70 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Lick | 20 | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt
Ice Beam
Flamethrower

## Snubbull 209

Route 5-8, 34-35

**EVOLUTION**

Snubbull at level 0 → Granbull at level 23

This Pokémon is in these breeding groups: GROUND, FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 4 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Charm | – | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 13 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 19 | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 26 | Roar | – | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 34 | Rage | 20 | 100 | 20 | Normal • If used continuously, Power grows as user is damaged |
| 43 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 180 | 130 | 110 | 110 | 70 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | 60 | 90 | 20 |
| Reflect | – | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Heal Bell | – | 100 | 5 |
| Leer | – | 100 | 30 |
| Lick | 20 | 100 | 30 |
| Metronome | – | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Spearow 21

Johto Woods Regions, Route 3, 4, 7, 9, 10, 22, etc.

**EVOLUTION**

Spearow at level 0 → Fearow at level 20

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 13 | Fury Attack | 15 | 85 | 20 | Normal • Attacks 2-5 times in one turn |
| 25 | Pursuit | 40 | 100 | 20 | Dark • Does 2X damage if opponent switches Pokémon |
| 31 | Mirror Move | – | 100 | 20 | Flying • Hits opponent with last move user was hit with |
| 37 | Drill Peck | 80 | 100 | 20 | Flying • No special properties |
| 43 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 210 | 150 | 80 | 80 | 80 | 170 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Tri Attack | 80 | 100 | 10 |
| False Swipe | 40 | 100 | 40 |
| Scary Face | – | 90 | 10 |

**Moves That Can Be Learned From the Move Tutor**

## Spinarak

**167**

**Johto Woods Regions, National Park, Route 2, 30-31, 36-37**

**EVOLUTION**

Spinarak at level 0 → Ariados at level 22

**This Pokémon is in these breeding groups:** BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Sting | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| start | String Shot | – | 95 | 40 | Bug • Reduces opponent's Speed |
| 6 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 11 | Constrict | 10 | 100 | 35 | Normal • Reduces opponent's Speed (10% success) |
| 17 | Night Shade | – | 100 | 15 | Ghost • Damage of own level regardless of abilities |
| 23 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 30 | Fury Swipes | 18 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 37 | Spider Web | – | 100 | 10 | Bug • Opponent can't escape while user's in battle |
| 45 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 53 | Psychic | 90 | 100 | 10 | Psychic • Reduces opponent's Special Defense (10% success) |

**Type 1:** Bug
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 150 | 90 | 110 | 110 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Psybeam | 65 | 100 | 20 |
| Sonicboom | – | 90 | 20 |
| Baton Pass | – | 100 | 40 |
| Disable | – | 55 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

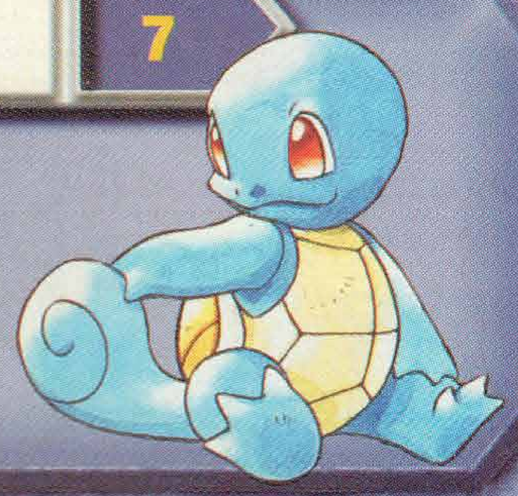
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

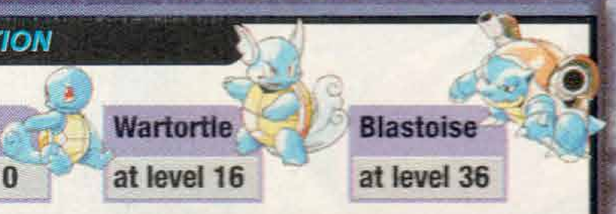
## Squirtle

**7**

**Must trade from Red / Blue / Yellow versions.**



**EVOLUTION**



Squirtle at level 0 → Wartortle at level 16 → Blastoise at level 36

**This Pokémon is in these breeding groups:** MONSTER, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 10 | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 18 | Bite | 60 | 100 | 25 | Dark • Added Effect: Oppt. Flinches (30% success) |
| 23 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 28 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 33 | Rain Dance | – | 100 | 5 | Water • Raises power of Water-type attacks for 5 turns |
| 40 | Skull Bash | 100 | 100 | 15 | Normal • 2nd turn attack, also raises user's Defense |
| 47 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**Type 1:** Water
**Type 2:** -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 130 | 150 | 120 | 140 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Flail | – | 100 | 15 |
| Confusion | 50 | 100 | 25 |
| Foresight | – | 100 | 40 |
| Mirror Coat | – | 100 | 20 |
| Mist | – | 100 | 30 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Stantler 234

Route 36 & 37.

**EVOLUTION**

Stantler at level 0

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 8 | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 15 | Hypnosis | – | 60 | 20 | Psychic • Puts opponent to Sleep |
| 23 | Stomp | 65 | 100 | 20 | Normal • Added Effect: Opponent Flinches (30% success) |
| 31 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 40 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 49 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Normal
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 200 | 140 | 190 | 190 | 200 |

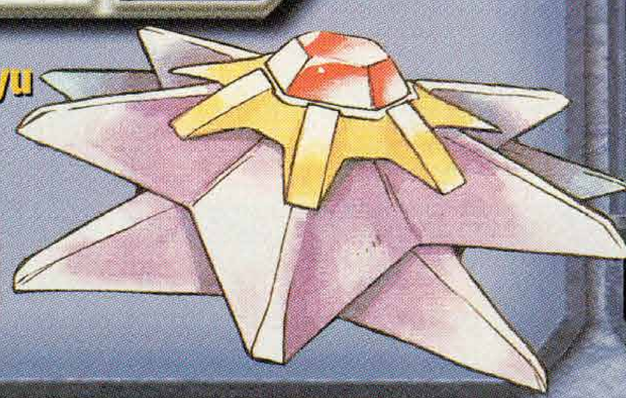
Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Bite | 60 | 100 | 25 |
| Reflect | 100 | 100 | 20 |
| Disable | – | 55 | 20 |
| Light Screen | – | 100 | 30 |
| Spite | – | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

## Starmie 121

Evolves from Staryu



**EVOLUTION**

Staryu at level 0 → Starmie (Water Stone)

This Pokémon is in these breeding groups: GENDER UNKNOWN

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| start | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| start | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 37 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Water
Type 2: Psychic

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 170 | 190 | 220 | 190 | 250 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**Moves That Can Be Learned From the Move Tutor**

Ice Beam
Thunderbolt

## Staryu 120

Route 19, 34, 40, Union Cave, Olivine City, etc.

**EVOLUTION**

Staryu at level 0 → Starmie (Water Stone)

This Pokémon is in these breeding groups: GENDER UNKNOWN

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 2 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 7 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 13 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 19 | Recover | – | 100 | 20 | Normal • Refills 1/2 of Max HP |
| 25 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 31 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 37 | Minimize | – | 100 | 20 | Normal • Raises user's Evasion |
| 43 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special Attacks by 1/2 for 5 turns |
| 50 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 180 | 110 | 140 | 170 | 140 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

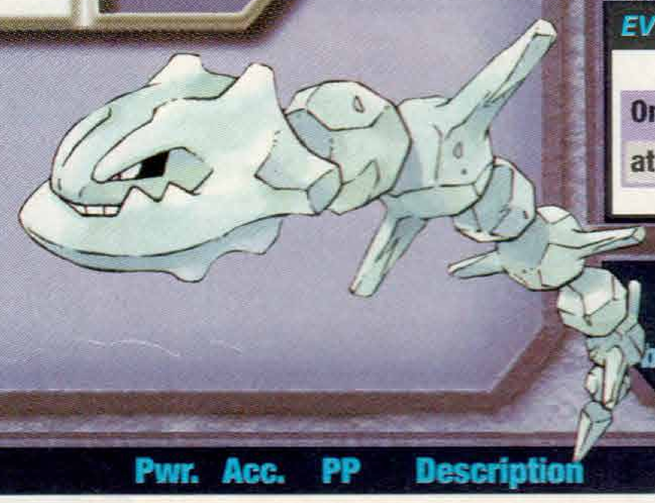
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam
Thunderbolt

## Steelix 208

Evolves from Onix



**EVOLUTION**

Onix at level 0 → Steelix (Metal Coat+Trade)

This Pokémon is in these breeding groups: MINERAL

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| atart | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 10 | Bind | 15 | 75 | 20 | Normal • Traps and attacks opponent continuously for 2-5 turns |
| 14 | Rock Throw | 50 | 90 | 15 | Rock • Ordinary attack |
| 23 | Harden | – | 100 | 30 | Normal • Raises user's Defense |
| 27 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 36 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokémon each turn, except Rock, Steel and Ground-types |
| 40 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 49 | Crunch | 80 | 100 | 15 | Dark • Added effect: Reduces Special Defense (20% success) |

Type 1: Steel
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 200 | 420 | 130 | 150 | 70 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Flail | – | 100 | 15 |

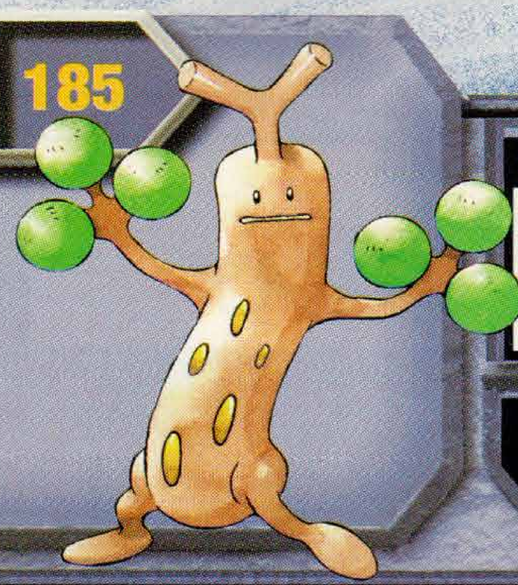
**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Sudowoodo 185

Route 36



**EVOLUTION**

Sudowoodo at level 0

This Pokémon is in these breeding groups: MINERAL

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Rock Throw | 50 | 90 | 15 | Rock • No special properties |
| start | Mimic | – | 100 | 10 | Normal • Copies last attack opponent used til end of battle |
| 10 | Flail | – | 100 | 15 | Normal • Gains Power based on how little HP user has |
| 19 | Low Kick | 50 | 90 | 20 | Fighting • Added Effect: Opponent Flinches (30% success) |
| 28 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Opponent Flinches (30% success) |
| 37 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during opponent's Dig, Fly, etc.) |
| 46 | Slam | 80 | 75 | 20 | Normal • No special properties |

Type 1: Rock
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 190 | 150 | 200 | 150 | 190 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Selfdestruct | 200 | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Suicune 245

Tin Tower

**EVOLUTION**

Suicune at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduce's opponent 's Defenses |
| 11 | Bubble Beam | 65 | 100 | 20 | Water • Added Effect: Reduces oppt.'s Speed (10% success) |
| 21 | Rain Dance | – | 100 | 5 | Water • Raises power of Water-type attacks for 5 turns |
| 31 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 41 | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces oppt.'s Attack (10% success) |
| 51 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower Pokémon abilities |
| 61 | Mirror Coat | – | 100 | 20 | Psychic • Attacks 2nd, deals 2X Special damage just received |
| 71 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

Type 1: Water
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 330 | 170 | 250 | 200 | 250 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

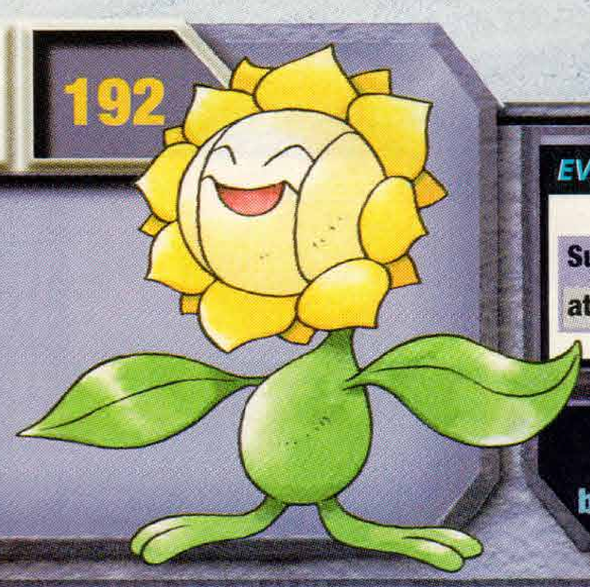
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Sunflora 192

Evolves from Sunkern



**EVOLUTION**

Sunkern at level 0 → Sunflora Sun Stone

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Absorb** | 20 | 100 | 20 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| start | **Pound** | 40 | 100 | 35 | Normal • No special properties |
| 4 | **Growth** | – | 100 | 40 | Normal • Raises user's Special Attack |
| 10 | **Razor Leaf** | 55 | 95 | 25 | Grass • Likely to be a critical hit |
| 19 | **Sunny Day** | – | 100 | 5 | Fire • Raises Power of Fire-type attacks for 5 turns |
| 31 | **Petal Dance** | 70 | 100 | 20 | Grass • Attacks 2-3 turns in a row, then user becomes Confused |
| 46 | **Solarbeam** | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 270 | 170 | 130 | 230 | 190 | 80 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

–

## Sunkern 191

Route 24, National Park

**EVOLUTION**

Sunkern at level 0 → Sunflora Sun Stone

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Absorb** | 20 | 100 | 20 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| 4 | **Growth** | – | 100 | 40 | Normal • Raises user's Special Attack |
| 10 | **Mega Drain** | 40 | 100 | 10 | Grass • Refills HP by 1/2 of damage dealt to opponent |
| 19 | **Sunny Day** | – | 100 | 5 | Fire • Raises Power of Fire-type attacks for 5 turns |
| 31 | **Synthesis** | – | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day |
| 46 | **Giga Drain** | 60 | 100 | 5 | Grass • Refills HP by 1/2 of damage dealt to opponent |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 80 | 80 | 80 | 80 | 110 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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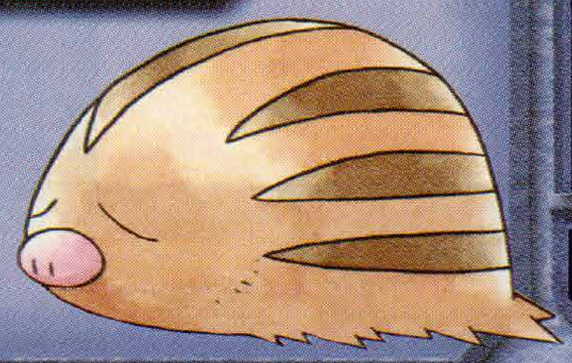
# Swinub 220

Ice Path



**EVOLUTION**

Swinub at level 0 → Piloswine at level 33

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 10 | Powder Snow | 40 | 100 | 25 | Ice • Added Effect: Freezes opponent (10% success) |
| 19 | Endure | – | 100 | 10 | Normal • User survives with 1 HP. If used again, success % decreases |
| 28 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |
| 37 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower Pokémon stats |
| 46 | Blizzard | 120 | 70 | 5 | Ice • Added Effect: Freezes opponent (10% success) |
| 55 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special defence |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Ice
Type 2: Ground

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 120 | 100 | 80 | 80 | 110 |

**Moves That Can be Inherited When Hatched From an Egg**

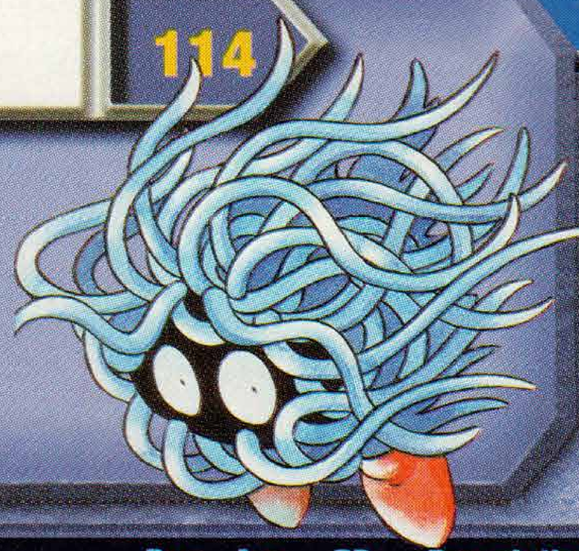
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Rock Slide | 75 | 90 | 10 |
| Ancientpower | 60 | 100 | 5 |
| Bite | 60 | 100 | 25 |
| Body Slam | 85 | 100 | 15 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Tangela 114

Route 21, 28, 44, Mt. Silver



**EVOLUTION**

Tangela at level 0

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces opponent's Speed (10% success) |
| 4 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 10 | Absorb | 20 | 100 | 20 | Grass • Refills HP by half of damage dealt to opponent |
| 13 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 19 | Vine Whip | 35 | 100 | 10 | Grass • No special properties |
| 25 | Bind | 15 | 75 | 20 | Normal • Traps and attacks opponent continuously for 2-5 turns |
| 31 | Mega Drain | 40 | 100 | 10 | Grass • Refills HP by half of damage dealt to opponent |
| 34 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 40 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 46 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: Grass
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 140 | 250 | 210 | 90 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

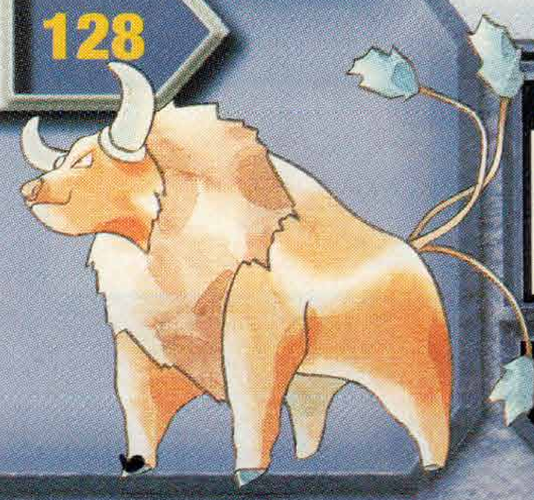
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | - | 100 | 15 |
| Amnesia | – | 100 | 20 |
| Mega Drain | 40 | 100 | 10 |
| Reflect | – | 100 | 20 |
| Confusion | 50 | 100 | 25 |

**Moves That Can Be Learned From the Move Tutor**

## Tauros

**128**

**Route 38-39**



**EVOLUTION**

Tauros at level 0

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Rage | 20 | 100 | 20 | Normal • If used continuously, power grows as user is damaged |
| 13 | Horn Attack | 65 | 100 | 25 | Normal • No special properties |
| 19 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 26 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 34 | Rest | – | 100 | 10 | Psychic • Recovers HP completely, user Sleeps for next two turns |
| 43 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |
| 53 | Take Down | 90 | 85 | 20 | Normal • 1/4 of damage dealt is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 | HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|---|---|
| Normal | - | 270 | 210 | 200 | 110 | 170 | 260 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Teddiursa

**216**

**Dark Cave**

**EVOLUTION**

Teddiursa at level 0 → Ursaring at level 30

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 15 | Fury Swipes | 15 | 85 | 15 | Normal • Attacks 2-5 times in one turn |
| 22 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during oppt.'s Dig, Fly, etc.) |
| 29 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for next two turns |
| 36 | Slash | 70 | 100 | 15 | Normal • Likely to become a critical hit |
| 43 | Snore | 40 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30% success )/Use only while Asleep |
| 50 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 | HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|---|---|
| Normal | - | 240 | 180 | 120 | 130 | 130 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Metal Claw | 50 | 95 | 35 |
| Counter | – | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Focus Energy | – | 100 | 30 |
| Seismic Toss | – | 100 | 20 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

# Tentacool

**72**

Route 12-13, 20-21, 26-27, 32, 34, etc.

**EVOLUTION**

Tentacool at level 0 → Tentacruel at level 30

This Pokémon is in these breeding groups: **WATER 3**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Opponent becomes Poisoned (30% success) |
| 6 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 12 | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces opponent's Speed (10% success) |
| 19 | Acid | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 25 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 30 | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| 36 | Barrier | – | 100 | 30 | Psychic • Greatly raises user's Defense |
| 43 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 49 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 110 | 100 | 110 | 210 | 100 |

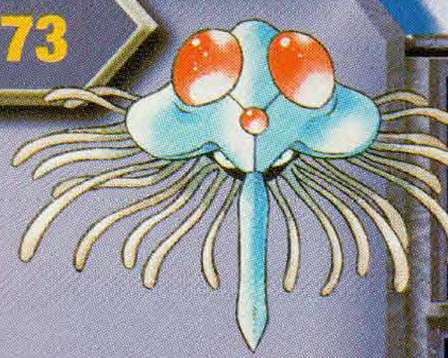
**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | 100 | 30 |
| Safeguard | – | 100 | 25 |
| Mirror Coat | – | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

# Tentacruel

**73**



Route 12-13, 20-21, 26-27, 32, 34, etc.

**EVOLUTION**

Tentacool at level 0 → Tentacruel at level 30

This Pokémon is in these breeding groups: **WATER 3**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Sting | 15 | 100 | 35 | Poison • Added Effect: Opponent becomes Poisoned (30% success) |
| 6 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 12 | Constrict | 10 | 100 | 35 | Normal • Added Effect: Reduces opponent's Speed (10% success) |
| 19 | Acid | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 25 | Bubblebeam | 65 | 100 | 20 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 30 | Wrap | 15 | 85 | 20 | Normal • Traps and attacks oppt. continuously for 2-5 turns |
| 38 | Barrier | – | 100 | 30 | Psychic • Greatly raises user's Defense |
| 47 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 55 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 280 | 170 | 140 | 180 | 260 | 210 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Aurora Beam | 65 | 100 | 20 |
| Haze | – | 100 | 30 |
| Safeguard | – | 100 | 25 |
| Mirror Coat | – | 100 | 20 |
| Rapid Spin | 20 | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Togepi

**175**

Violet City

**EVOLUTION**

Togepi — From Egg

Togetic — By Taming

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Growl** | – | 100 | 40 | Normal • Reduces the opponent's Attack |
| start | **Charm** | – | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 7 | **Metronome** | – | 100 | 10 | Normal • Uses a randomly selected technique |
| 18 | **Sweet Kiss** | – | 75 | 10 | Normal • Confuses opponent |
| 25 | **Encore** | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 31 | **Safeguard** | – | 100 | 25 | Normal • Protects from all status conditions for 5 turns |
| 38 | **Double-Edge** | 120 | 100 | 15 | Normal • 1/4 of damage is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 150 | 150 | 100 | 150 | 60 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Peck | 35 | 100 | 35 |
| Mirror Move | – | 100 | 20 |
| Future Sight | 80 | 90 | 15 |
| Foresight | – | 100 | 40 |

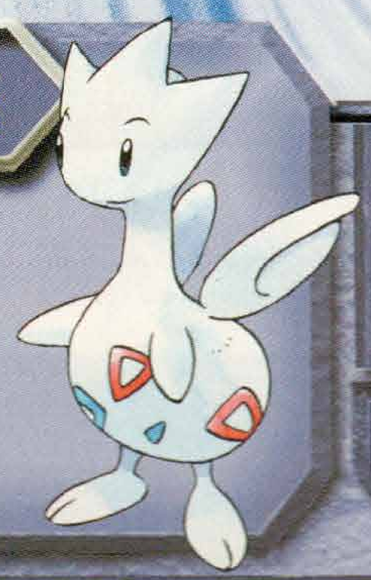
**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Togetic

**176**

Evolves from Togepi



**EVOLUTION**

Togepi — From Egg

Togetic — By Taming

This Pokémon is in these breeding groups: **FAIRY**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Growl** | – | 100 | 40 | Normal • reduces the opponent's Attack |
| start | **Charm** | – | 100 | 20 | Normal • Greatly reduces opponent's Attack |
| 7 | **Metronome** | – | 100 | 10 | Normal • Uses a randomly selected technique |
| 18 | **Sweet Kiss** | – | 75 | 10 | Normal • Confuses opponent |
| 25 | **Encore** | – | 100 | 5 | Normal • Opponent must repeat last attack 2-5 times |
| 31 | **Safeguard** | – | 100 | 25 | Normal • Protects from all status conditions for 5 turns |
| 38 | **Double-Edge** | 120 | 100 | 15 | Normal • 1/4 of damage is also dealt to user |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: **Flying**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 230 | 100 | 190 | 180 | 230 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Present | – | 90 | 15 |
| Peck | 35 | 100 | 35 |
| Mirror Move | – | 100 | 20 |
| Future Sight | 80 | 90 | 15 |
| Foresight | – | 100 | 40 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Totodile 158

New Bark Town

**EVOLUTION**

| Totodile | Croconaw | Feraligatr |
|---|---|---|
| at level 0 | at level 18 | at level 30 |

This Pokémon is in these breeding groups: WATER 1 — MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Rage | 20 | 100 | 20 | Normal • Power grows as user is damaged |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 20 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 27 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 35 | Slash | 70 | 100 | 20 | Normal • Likely to become a Critical Hit |
| 43 | Screech | – | 85 | 40 | Normal • Lowers opponent's defence by 2 levels |
| 52 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 220 | 150 | 150 | 110 | 120 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Hydro Pump | 120 | 80 | 5 |
| Rock Slide | 75 | 90 | 10 |
| Razor Wind | 80 | 75 | 10 |
| Crunch | 80 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

# Typhlosion 157

Evolves from Quilava

**EVOLUTION**

| Cyndaquil | Quilava | Typhlosion |
|---|---|---|
| at level 0 | at level 14 | at level 36 |

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 6 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 12 | Ember | 40 | 100 | 25 | Fire • Burns opponent (10% success) |
| 21 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent |
| 31 | Flame Wheel | 60 | 100 | 25 | Fire • Burns opponent (10% success) |
| 45 | Swift | 60 | 100 | 20 | Normal • Always hits opponent, (except during Fly, Dig, etc.) |
| 60 | Flamethrower | 95 | 100 | 15 | Fire • Burns opponent (10% success) |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fire**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 200 | 170 | 230 | 180 | 230 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Thrash | 90 | 100 | 20 |
| Reversal | – | 100 | 15 |
| Submission | 80 | 80 | 25 |
| Foresight | – | 100 | 40 |
| Fury Swipes | 15 | 80 | 15 |
| Quick Attack | 40 | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Tyranitar

**248**

Evolves from Pupitar

**EVOLUTION**

| Larvitar | Pupitar | Tyranitar |
|---|---|---|
| at level 0 | at level 30 | at level 55 |

This Pokémon is in these breeding groups: **MONSTER**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sandstorm | – | 100 | 10 | Rock • Hurts both Pokémon each turn, except Rock, Steel, & Ground-types |
| 15 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 22 | Rock Slide | 75 | 90 | 10 | Rock • Added Effect: Opponent Flinches (30% success) |
| 29 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 times in a row, then user becomes confused |
| 38 | Scary Face | – | 90 | 10 | Normal • Greatly reduces opponent's Speed |
| 47 | Crunch | 80 | 100 | 15 | Dark • Added Effect: Reduces Special Defense (20% success) |
| 61 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 75 | Hyper Beam | 150 | 90 | 5 | Normal • User can't do anything on turn after attack |

Type 1: **Rock**
Type 2: **Dark**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 310 | 290 | 240 | 150 | 220 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Ancientpower | 60 | 100 | 5 |
| Focus Energy | – | 100 | 30 |
| Outrage | 90 | 100 | 15 |
| Stomp | 65 | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

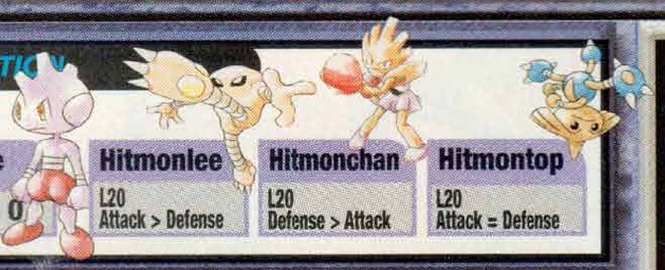
Flamethrower
Thunderbolt
Ice Beam

# Tyrogue

**236**

Mt. Mortar

**EVOLUTION**



| Tyrogue | Hitmonlee | Hitmonchan | Hitmontop |
|---|---|---|---|
| at level 0 | L20 Attack > Defense | L20 Defense > Attack | L20 Attack = Defense |

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • Normal Attack |

Type 1: **Fighting**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 190 | 90 | 90 | 90 | 90 | 100 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Hi Jump Kick | 85 | 90 | 20 |
| Mach Punch | 40 | 100 | 30 |
| Rapid Spin | 20 | 100 | 40 |
| Mind Reader | – | 100 | 5 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Umbreon

**197**

Evolves from Eevee

G S C

**EVOLUTION**

Eevee at level 0 → Umbreon (Tameness+Nighttime)

This Pokémon is in these breeding groups: **GROUND**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Pursuit | 40 | 100 | 20 | Dark • When oppt. changes Pokémon, it hits that Pokémon for 2X damage |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 36 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during opponent's Dig, Fly, etc.) |
| 42 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user is in battle |
| 47 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 52 | Moonlight | – | 100 | 5 | Normal • Refills HP. Efficacy changes based on time of day |

Type 1: **Dark**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 320 | 150 | 240 | 150 | 290 | 140 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

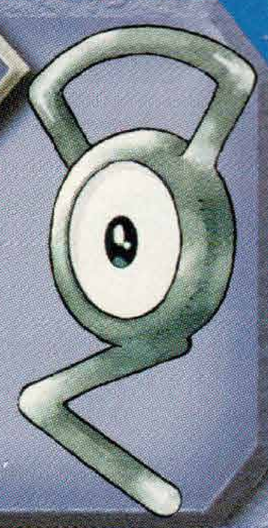
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Unown

**201**

Ruins of Alph



G S C

**EVOLUTION**

Unown at level 0

This Pokémon is in these breeding groups: **NO EGGS**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Hidden Power | – | 100 | 15 | Normal • Type and Power changes depending on Pokémon using it. |

Type 1: **Psychic**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 110 | 120 | 70 | 70 | 150 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Ursaring 217

Dark Cave, Mt. Silver

**EVOLUTION**

Teddiursa at level 0 → Ursaring at level 30

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Scratch | 40 | 100 | 35 | Normal • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Lick | 20 | 100 | 30 | Ghost • Added Effect: Paralyzes opponent (30% success) |
| 15 | Fury Swipes | 15 | 80 | 15 | Normal • Attacks 2-5 times in one turn |
| 22 | Faint Attack | 60 | 100 | 20 | Dark • Always hits (even during opponent's Dig, Fly, etc.) |
| 29 | Rest | – | 100 | 10 | Psychic • Recovers HP completely; user Sleeps for next two turns |
| 39 | Slash | 70 | 100 | 15 | Normal • Likely to become a critical hit |
| 49 | Snore | 40 | 100 | 15 | Normal • Added Effect: Oppt. Flinches (30% success) Use only while Asleep |
| 59 | Thrash | 90 | 100 | 20 | Normal • Attacks 2-3 turns in a row, then user becomes Confused |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 220 | 170 | 170 | 170 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Metal Claw | 50 | 95 | 35 |
| Counter | – | 100 | 20 |
| Crunch | 80 | 100 | 15 |
| Focus Energy | – | 100 | 30 |
| Seismic Toss | – | 100 | 20 |
| Take Down | 90 | 85 | 20 |

**Moves That Can Be Learned From the Move Tutor**

# Vaporeon 134

Evolves from Eevee

**EVOLUTION**

Eevee at level 0 → Vaporeon Water Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Tail Whip | - | 100 | 30 | Normal • Reduces opponent's Defense |
| 8 | Sand-Attack | – | 100 | 15 | Ground • Reduces opponent's Accuracy |
| 16 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 23 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 30 | Bite | 60 | 100 | 25 | Dark • Added Effect: Opponent Flinches (30% success) |
| 36 | Aurora Beam | 65 | 100 | 20 | Ice • Added Effect: Reduces opponent's Attack (10% success) |
| 42 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |
| 47 | Acid Armor | – | 100 | 40 | Poison • Greatly raises user's Defense |
| 52 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 380 | 160 | 150 | 240 | 240 | 160 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Charm | – | 100 | 20 |

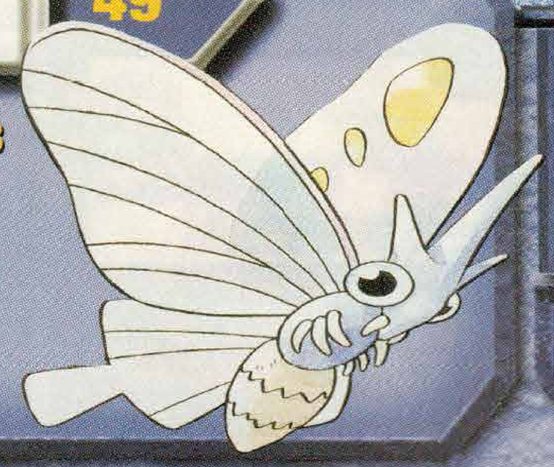
**Moves That Can Be Learned From the Move Tutor**

Ice Beam

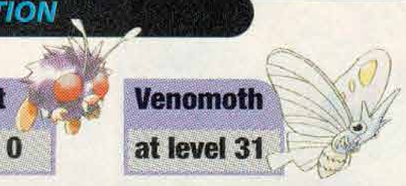
# Venomoth

**49**

**Route 9, 10, 13-15, 43**



**EVOLUTION**



Venonat at level 0 → Venomoth at level 31

**This Pokémon is in these breeding groups:** BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Disable | – | 55 | 20 | Normal • Disables opponent's last used move for a few turns |
| start | Foresight | – | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 9 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 17 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 20 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 25 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage done to opponent |
| 28 | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| 31 | Gust | 40 | 100 | 35 | Flying • No special properties |
| 36 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 42 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 52 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |

**Type 1:** Bug
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 260 | 160 | 250 | 200 | 130 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Baton Pass | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

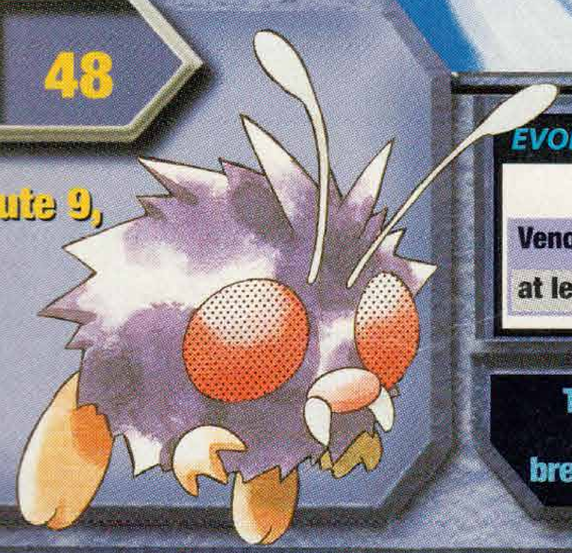
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

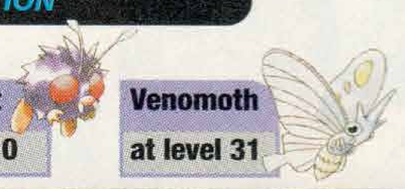
# Venonat

**48**

**Johto Woods Regions, Route 9, 10, 14-15, 24-25, 43, etc.**



**EVOLUTION**



Venonat at level 0 → Venomoth at level 31

**This Pokémon is in these breeding groups:** BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Disable | – | 55 | 20 | Normal • Disables opponent's last used move for a few turns |
| start | Foresight | – | 100 | 40 | Normal • Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 9 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 17 | Confusion | 50 | 100 | 25 | Psychic • Added Effect: Confuses opponent (10% success) |
| 20 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 25 | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage done to opponent |
| 28 | Stun Spore | _ | 75 | 30 | Grass • Paralyzes opponent |
| 33 | Psybeam | 65 | 100 | 20 | Psychic • Added Effect: Confuses opponent (10% success) |
| 36 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 41 | Psychic | 90 | 100 | 10 | Psychic • Added Effect: Reduces opponent's Special Defense (10% success) |

**Type 1:** Bug
**Type 2:** Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 220 | 180 | 140 | 180 | 80 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Baton Pass | – | 100 | 40 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Venusaur

3

Evolves from Ivysaur

**EVOLUTION**

| Bulbasaur | Ivysaur | Venusaur |
|---|---|---|
| at level 0 | at level 16 | at level 32 |

This Pokémon is in these breeding groups: PLANT, MONSTER

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Growl | – | 100 | 40 | Normal • Reduces opponent's Attack |
| 7 | Leech Seed | – | 90 | 10 | Grass • Steals a bit of HP from oppt. every turn until battle ends |
| 10 | Vine Whip | 35 | 100 | 10 | Grass • No special properties |
| 15 | Poisonpowder | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 15 | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 22 | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 29 | Sweet Scent | – | 100 | 20 | Normal • Reduces oppt.'s Evasion/Field: Attracts wild Pokémon |
| 41 | Growth | – | 100 | 40 | Normal • Raises user's Special Attack |
| 53 | Synthesis | – | 100 | 5 | Grass • Refills HP. Efficacy changes based on time of day |
| 65 | Solarbeam | 120 | 100 | 10 | Grass • 2nd turn attack |

Type 1: Grass
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 200 | 200 | 240 | 240 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Safeguard | – | 100 | 25 |
| Light Screen | – | 100 | 30 |
| Petal Dance | 70 | 100 | 20 |
| Razor Wind | 80 | 75 | 10 |
| Skull Bash | 100 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

## Victreebel

71

Evolve from Weepinbell.

**EVOLUTION**

| Bellsprout | Weepinbell | Victreebel |
|---|---|---|
| at level 0 | at level 21 | Leaf Stone |

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Vine Whip | 35 | 100 | 10 | Grass • No special properties |
| start | Sleep Powder | – | 75 | 15 | Grass • Puts opponent to Sleep |
| start | Sweet Scent | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon |
| start | Razor Leaf | 55 | 95 | 25 | Grass • Likely to become a critical hit |

Type 1: Grass
Type 2: Poison

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 290 | 220 | 150 | 210 | 131 | 180 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Reflect | – | 100 | 20 |
| Encore | – | 100 | 5 |
| Synthesis | – | 100 | 5 |
| Swords Dance | – | 100 | 30 |
| Leech Life | 20 | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

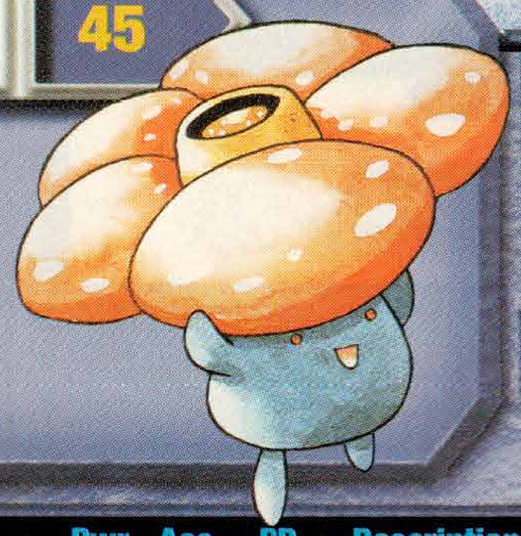
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Vileplume

**45**

Evolves from Gloom



G S C

**EVOLUTION**

| Oddish | Gloom | Vileplume | or Bellossom |
|---|---|---|---|
| at level 0 | at level 21 | Leaf Stone | Sun Stone |

This Pokémon is in these breeding groups: **PLANT**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Absorb | 20 | 100 | 20 | Grass • Refills HP by half of damage dealt to opponent |
| start | Sweet Scent | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon |
| start | Stun Spore | – | 75 | 30 | Grass • Paralyzes opponent |
| start | Petal Dance | 70 | 100 | 20 | Grass • Attacks 2-3 turns in a row, then user becomes Confused |

Type 1: **Grass**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 160 | 160 | 250 | 200 | 130 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Synthesis | - | 100 | 5 |
| Flail | – | 100 | 15 |
| Swords Dance | – | 100 | 30 |
| Razor Leaf | 55 | 95 | 25 |

**TM's and HM's That Can Be Used on This Pokémon**

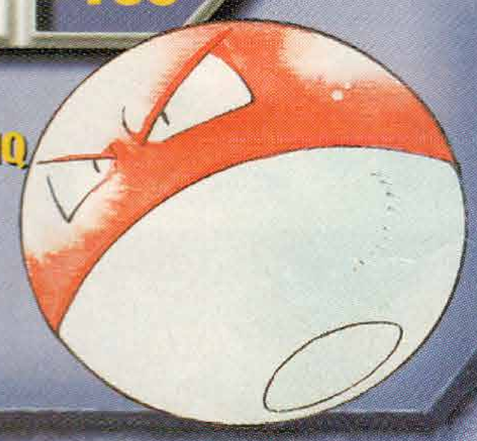
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

# Voltorb

**100**

Route 10, Olivine City (Trade), Team Rocket HQ



G S C

**EVOLUTION**

| Voltorb | Electrode |
|---|---|
| at level 0 | at level 30 |

This Pokémon is in these breeding groups: **GENDER UNKNOWN**

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 9 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |
| 17 | Sonicboom | 20 | 90 | 20 | Normal • Deals 20 damages, regardless of Type and Defense |
| 23 | Selfdestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 29 | Rollout | 30 | 90 | 20 | Rock • Attacks for 5 turns. Power increases each turn until misses |
| 33 | Light Screen | – | 100 | 30 | Psychic •Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 37 | Swift | 60 | 100 | 20 | Normal • Always hits (except during oppt.'s Dig, Fly, etc.) |
| 39 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 41 | Mirror Coat | – | 100 | 20 | Psychic • Attacks 2nd, deals 2X Special damage just received |

Type 1: **Electric**
Type 2: **-**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 70 | 140 | 120 | 120 | 240 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

# Vulpix

**37**

**Trade from Yellow and Silver**

S

**EVOLUTION**

Vulpix at level 0 → Ninetales Fire Stone

This Pokémon is in these breeding groups: GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Ember | 40 | 100 | 25 | Fire • Added Effect: Burns opponent (10% success) |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Quick Attack | 40 | 100 | 30 | Normal • Always hits opponent, regardless of Speed |
| 13 | Roar | – | 100 | 20 | Normal • Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon |
| 19 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 25 | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| 31 | Flamethrower | 95 | 100 | 15 | Fire • Added Effect: Burns opponent (10% success) |
| 37 | Fire Spin | 15 | 70 | 15 | Fire • Traps and attacks opponent continuously for 2-5 turns |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Fire**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 100 | 110 | 130 | 160 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Flail | – | 100 | 15 |
| Disable | – | 55 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Hypnosis | – | 60 | 20 |
| Spite | – | 100 | 10 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower

# Wartortle

**8**

**Evolves from Squirtle**

**EVOLUTION**

Squirtle at level 0 → Wartortle at level 16 → Blastoise at level 36

This Pokémon is in these breeding groups: MONSTER, WATER 1

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 4 | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 7 | Bubble | 20 | 100 | 30 | Water • Added Effect: Reduces opponent's Speed (10% success) |
| 10 | Withdraw | – | 100 | 40 | Water • Raises user's Defense |
| 13 | Water Gun | 40 | 100 | 25 | Water • No special properties |
| 19 | Bite | 60 | 100 | 25 | Dark • Added Effect: opponent Flinches (30% success) |
| 25 | Rapid Spin | 20 | 100 | 40 | Normal • Escapes from continuous moves like Bind and Leech Seed |
| 31 | Protect | – | 100 | 10 | Normal • Protects from any attack. If used again, success % decreases |
| 37 | Rain Dance | – | 100 | 5 | Water • Raises power of Water-type attacks for 5 turns |
| 45 | Skull Bash | 100 | 100 | 15 | Normal • 2nd turn attack, also raises user's Defense |
| 53 | Hydro Pump | 120 | 80 | 5 | Water • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | HM's |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Water**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 240 | 140 | 190 | 140 | 170 | 140 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Haze | – | 100 | 30 |
| Flail | – | 100 | 15 |
| Confusion | 50 | 100 | 25 |
| Foresight | – | 100 | 40 |
| Mirror Coat | – | 100 | 20 |
| Mist | – | 100 | 30 |

**Moves That Can Be Learned From the Move Tutor**

Ice Beam

## Weedle 13

Johto Woods Regions, Route 30-1, Ilex Forest, National Park

**EVOLUTION**

| Weedle | Kakuna | Beedrill |
|---|---|---|
| at level 0 | at level 7 | at level 10 |

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Poison Sting** | 15 | 100 | 35 | Poison • Poisons opponent (30% success) |
| start | **String Shot** | – | 95 | 40 | Bug • Reduces opponent's Speed |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Bug**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 200 | 90 | 90 | 50 | 50 | 120 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

Moves That Can Be Learned From the Move Tutor: –

## Weepinbell 70

Route 44

**EVOLUTION**

| Bellsprout | Weepinbell | Victreebel |
|---|---|---|
| at level 0 | at level 21 | Leaf Stone |

This Pokémon is in these breeding groups: PLANT

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | **Vine Whip** | 35 | 100 | 10 | Grass • No special properties |
| 6 | **Growth** | – | 100 | 40 | Normal • Raises user's Special Attack |
| 11 | **Wrap** | 15 | 85 | 20 | Normal • Traps and attacks oppponent continuously for 2-5 turns |
| 15 | **Sleep Powder** | – | 75 | 15 | Grass • Puts opponent to Sleep |
| 17 | **Poisonpowder** | – | 75 | 35 | Poison • Opponent becomes Poisoned |
| 19 | **Stun Spore** | – | 75 | 30 | Grass • Paralyzes opponent |
| 24 | **Acid** | 40 | 100 | 30 | Poison • Added Effect: Reduces opponent's Defense (10% success) |
| 33 | **Sweet Scent** | – | 100 | 20 | Normal • Reduces opponent's Evasion/Field: Attracts wild Pokémon |
| 42 | **Razor Leaf** | 55 | 95 | 25 | Grass • Likely to become a critical hit |
| 54 | **Slam** | 80 | 75 | 20 | Normal • No special properties |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | | **HM's** |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Grass**
Type 2: **Poison**

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 250 | 200 | 120 | 190 | 110 | 140 |

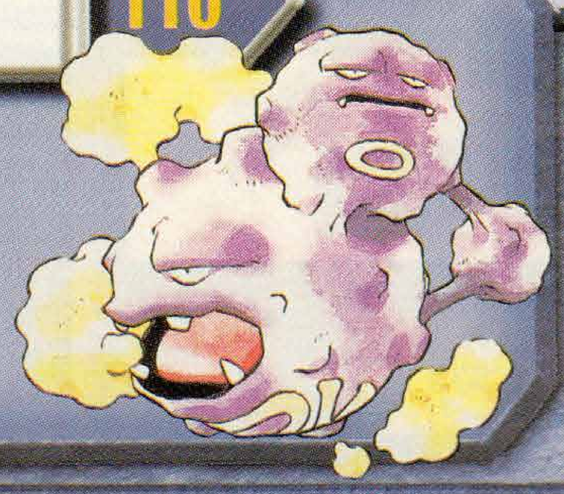
Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Reflect | – | 100 | 20 |
| Encore | – | 100 | 5 |
| Synthesis | – | 100 | 5 |
| Swords Dance | – | 100 | 30 |
| Leech Life | 20 | 100 | 15 |

Moves That Can Be Learned From the Move Tutor: –

## Weezing 110

**Burned Tower**



**EVOLUTION**

Koffing at level 0 → Weezing at level 35

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Poison Gas | – | 55 | 40 | Poison • Opponent becomes Poisoned |
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| 9 | Smog | 20 | 70 | 20 | Poison • Added Effect: Poisons opponent (50% success) |
| 17 | Selfdestruct | 200 | 100 | 5 | Normal • After using this move, user Faints |
| 21 | Sludge | 65 | 100 | 20 | Poison • Added Effect: Poisons opponent (30% success) |
| 25 | Smokescreen | – | 100 | 20 | Normal • Reduces opponent's Accuracy |
| 33 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |
| 44 | Explosion | 250 | 100 | 5 | Normal • After using this move, user Faints |
| 51 | Destiny Bond | – | 100 | 5 | Ghost • If user Faints, opponent Faints too |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Poison**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 420 | 160 | 120 | 170 | 120 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Screech | – | 85 | 40 |
| Psybeam | 65 | 100 | 20 |
| Psywave | – | 80 | 15 |
| Pain Split | – | 100 | 20 |
| Destiny Bond | – | 100 | 5 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt

## Wigglytuff 40

**Evolves from Jigglypuff**

**EVOLUTION**

Igglybuff (From Egg) → Jigglypuff (by Taming) → Wigglytuff (Moon Stone)

This Pokémon is in these breeding groups: FAIRY

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Sing | – | 55 | 15 | Normal • Puts opponent to Sleep |
| start | Disable | – | 55 | 20 | Normal • Disables last move used for a few turns |
| start | Defense Curl | – | 100 | 40 | Normal • Raises Defense |
| start | Doubleslap | 15 | 85 | 10 | Normal • Attacks 2-5 times in one turn |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

Type 1: **Normal**
Type 2: -

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 420 | 160 | 120 | 170 | 120 | 100 |

**Moves That Can be Inherited When Hatched From an Egg**

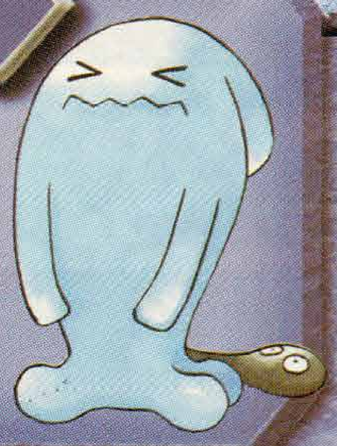
| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Perish Song | – | 100 | 5 |
| Present | – | 90 | 15 |
| Faint Attack | 60 | 100 | 20 |

**Moves That Can Be Learned From the Move Tutor**

Flamethrower
Thunderbolt
Ice Beam

## Wobbuffet 202

**Dark Cave, Goldenrod City**



G S C

**EVOLUTION**

Wobbuffet at level 0

This Pokémon is in these breeding groups: INDETERMINATE

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Counter | – | 100 | 20 | Fighting • Attacks 2nd, deals 2X Physical damage just received |
| start | Mirror Coat | – | 100 | 20 | Psychic • Attacks 2nd, deals 2X Special damage just received |
| start | Safeguard | – | 100 | 25 | Normal • Protects all Pokémon from status conditions for 5 turns |
| start | Destiny Bond | – | 100 | 5 | Ghost • If user Faints, opponent Faints too |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 | HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|---|---|
| Psychic | - | 510 | 90 | 130 | 90 | 140 | 90 |

**Moves That Can be Inherited When Hatched From an Egg**

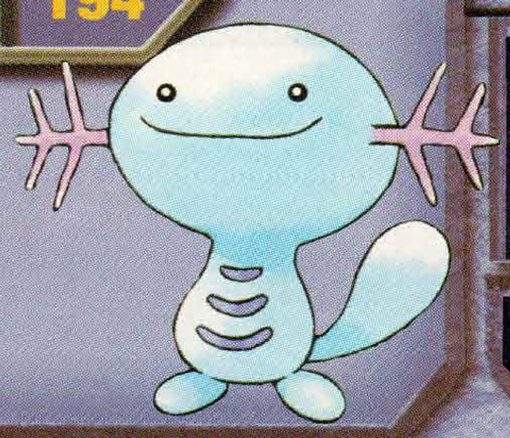
| Skills | Pwr | Acc | PP |
|---|---|---|---|

**Moves That Can Be Learned From the Move Tutor**

–

## Wooper 194

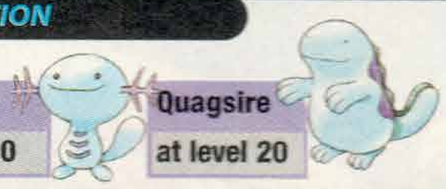
**Route 32, Ruins of Alph, Union Cave**



G S C

**EVOLUTION**

Wooper at level 0 → Quagsire at level 20



This Pokémon is in these breeding groups: WATER 1, GROUND

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Water Gun | 40 | 100 | 25 | Water • No special properties |
| start | Tail Whip | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 11 | Slam | 80 | 75 | 20 | Normal • No special properties |
| 21 | Amnesia | – | 100 | 20 | Psychic • Greatly raises user's Special Defense |
| 31 | Earthquake | 100 | 100 | 10 | Ground • No special properties |
| 41 | Rain Dance | – | 100 | 5 | Water • Raises Power of Water-type attacks for 5 turns |
| 51 | Mist | – | 100 | 30 | Ice • Protects from all moves that lower stats |
| 51 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

| Type 1 | Type 2 | HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|---|---|
| Water | Ground | 240 | 110 | 120 | 70 | 70 | 150 |

**Moves That Can be Inherited When Hatched From an Egg**

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Ancientpower | 60 | 100 | 5 |
| Safeguard | – | 100 | 25 |
| Body Slam | 85 | 100 | 15 |

**Moves That Can Be Learned From the Move Tutor**

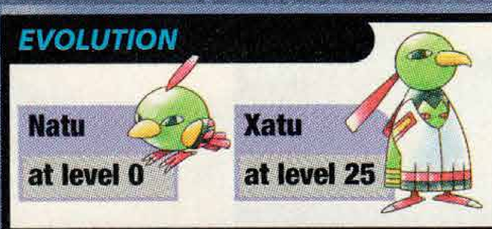
Ice Beam

# Xatu

178

Pewter City (Trade)
Evolves from Natu

**EVOLUTION**




This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Leer | – | 100 | 30 | Normal • Reduces opponent's Defense |
| 10 | Night Shade | – | 100 | 15 | Ghost • Deals damage equal to user's level regardless of Type and Defense |
| 20 | Teleport | – | 100 | 20 | Psychic • Escape from wild Pokémon/Field: Return to last Pokémon Center |
| 35 | Future Sight | 80 | 90 | 15 | Psychic • Attacks opponent two turns later |
| 50 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 65 | Psychic | 90 | 100 | 10 | Psychic • Reduces oppt.'s Special Defense (10% success) |

Type 1: Psychic
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 180 | 160 | 210 | 160 | 200 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Drill Peck | 80 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Haze | - | 100 | 30 |
| Quick Attack | 40 | 100 | 30 |
| Steel Wing | 70 | 95 | 25 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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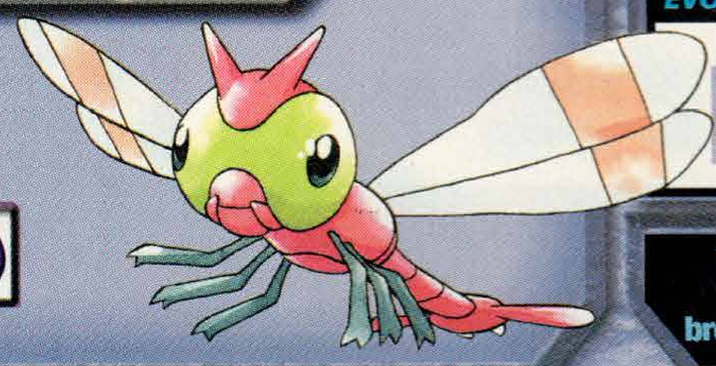
# Yanma

193

Route 35



**EVOLUTION**

This Pokémon is in these breeding groups: BUG

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Tackle | 35 | 95 | 35 | Normal • No special properties |
| start | Foresight | – | 100 | 40 | Normal • Normalizes Oppt.'s Evasion/Normal-type attacks can hit Ghosts |
| 7 | Quick Attack | 40 | 100 | 30 | Normal • Always hits before opponent, regardless of Speed |
| 13 | Double Team | – | 100 | 15 | Normal • Raises user's Evasion |
| 19 | Sonicboom | 20 | 90 | 20 | Normal • Deals 20 damage, regardless of Type and Defense |
| 25 | Detect | – | 100 | 5 | Fighting • Protects from any attack. If used again, success % decreases |
| 31 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 37 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 43 | Screech | – | 85 | 40 | Normal • Greatly reduces opponent's Defense |

Type 1: Bug
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 260 | 150 | 120 | 180 | 120 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Whirlwind | – | 100 | 20 |
| Leech Life | 20 | 100 | 15 |
| Reversal | – | 100 | 15 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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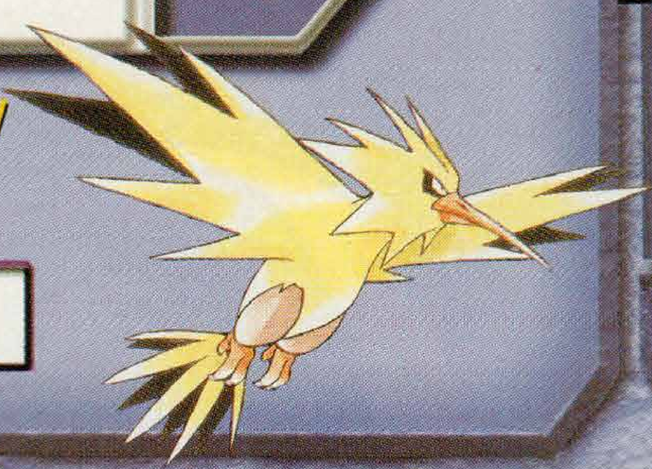
## Zapdos 145

Trade from Red / Blue / Yellow



**EVOLUTION**

Zapdos at level 0

This Pokémon is in these breeding groups: NO EGGS

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| start | Peck | 35 | 100 | 35 | Flying • No special properties |
| start | Thundershock | 40 | 100 | 30 | Electric • Added Effect: Paralyzes opponent (10% success) |
| 13 | Thunder Wave | – | 100 | 20 | Electric • Paralyzes opponent |
| 25 | Agility | – | 100 | 30 | Psychic • Greatly raises user's Speed |
| 37 | Detect | – | 100 | 10 | Fighting • Protects from any attack; if used again, success % decreases |
| 49 | Drill Peck | 80 | 100 | 20 | Flying • No special properties |
| 61 | Light Screen | – | 100 | 30 | Psychic • Reduces damage from oppt.'s Special attacks by 1/2 for 5 turns |
| 73 | Thunder | 120 | 70 | 10 | Electric • Added Effect: Paralyzes opponent (30% success) |

Type 1: Electric
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 190 | 200 | 260 | 190 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|

**TM's and HM's That Can Be Used on This Pokémon**

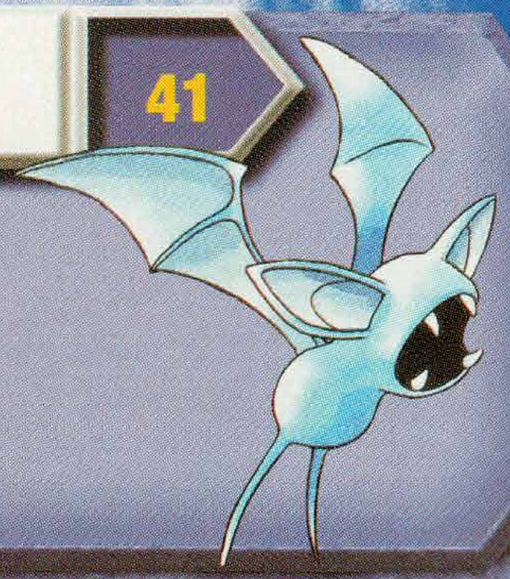
| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

Thunderbolt

## Zubat 41

Route 3, 4, 9, 10, 30-33, 42, etc.



**EVOLUTION**

Zubat at level 0 → Golbat at level 22 → Crobat By Taming

This Pokémon is in these breeding groups: FLYING

| Level | Skill | Pwr. | Acc. | PP | Description |
|---|---|---|---|---|---|
| Start | Leech Life | 20 | 100 | 15 | Bug • Refills HP by half of damage dealt to opponent |
| 6 | Supersonic | – | 55 | 20 | Normal • Confuses opponent |
| 12 | Bite | 60 | 100 | 25 | Dark • Opponent Flinches (30% success) |
| 19 | Confuse Ray | – | 100 | 10 | Ghost • Confuses opponent |
| 27 | Wing Attack | 60 | 100 | 35 | Flying • No special properties |
| 36 | Mean Look | – | 100 | 5 | Normal • Opponent can't escape while user's in battle |
| 46 | Haze | – | 100 | 30 | Ice • Cures all status conditions of user and opponent. |

Type 1: Poison
Type 2: Flying

| HP | Attack | Defend | Sp.Atk. | Sp.Def. | Speed |
|---|---|---|---|---|---|
| 300 | 190 | 200 | 260 | 190 | 210 |

Moves That Can be Inherited When Hatched From an Egg

| Skills | Pwr | Acc | PP |
|---|---|---|---|
| Pursuit | 40 | 100 | 20 |
| Faint Attack | 60 | 100 | 20 |
| Quick Attack | 40 | 100 | 30 |
| Gust | 40 | 100 | 35 |
| Whirlwind | – | 100 | 20 |

**TM's and HM's That Can Be Used on This Pokémon**

| | | | |
|---|---|---|---|
| 01 | Dynamicpunch | 30 | Shadow Ball |
| 02 | Headbutt | 31 | Mud-Slap |
| 03 | Curse | 32 | Double Team |
| 04 | Rollout | 33 | Ice Punch |
| 05 | Roar | 34 | Swagger |
| 06 | Toxic | 35 | Sleep Talk |
| 07 | Zap Cannon | 36 | Sludge Bomb |
| 08 | Rock Smash | 37 | Sandstorm |
| 09 | Psych Up | 38 | Fire Blast |
| 10 | Hidden Power | 39 | Swift |
| 11 | Sunny Day | 40 | Defense Curl |
| 12 | Sweet Scent | 41 | Thunderpunch |
| 13 | Snore | 42 | Dream Eater |
| 14 | Blizzard | 43 | Detect |
| 15 | Hyper Beam | 44 | Rest |
| 16 | Icy Wind | 45 | Attract |
| 17 | Protect | 46 | Thief |
| 18 | Rain Dance | 47 | Steel Wing |
| 19 | Giga Drain | 48 | Fire Punch |
| 20 | Endure | 49 | Fury Cutter |
| 21 | Frustration | 50 | Nightmare |
| 22 | Solarbeam | HM's | |
| 23 | Iron Tail | 01 | Cut |
| 24 | Dragonbreath | 02 | Fly |
| 25 | Thunder | 03 | Surf |
| 26 | Earthquake | 04 | Strength |
| 27 | Return | 05 | Flash |
| 28 | Dig | 06 | Whirlpool |
| 29 | Psychic | 07 | Waterfall |

**Moves That Can Be Learned From the Move Tutor**

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# APPENDIX A: TECHNIQUES

***Name of Technique***

***New/Changed Tag***
Gold/Silver/Crystal has nearly 100 new moves, and many old moves have been changed. We note those changes, when possible, like this: New Type

***TM Number***
(If applicable)

***Technique's Type***
Color-coded for convenience!

***Technique's Power***
Interacts with Attack or Sp. Attack to determine damage

***Base Accuracy***
Percentage score (modified by opponent's Evasion)

***Description of Technique***
Lists special properties in addition to damage

| Ancientpower | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Rock | 60 | 100 | 5 |

New! Added Effect: Raises all abilities (10% success)

| Absorb | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Grass | 20 | 100 | 20 |

Refills HP by half of damage dealt to opponent

| Acid | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Poison | 40 | 100 | 30 |

Added Effect: Reduces opponent's Defense (10% success)

| Acid Armor | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Poison | - | - | 40 |

Greatly raises user's Defense

| Aeroblast | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Flying | 100 | 95 | 5 |

New! Likely to become a critical hit

| Agility | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 30 |

Greatly raises user's Speed

| Amnesia | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 20 |

Changed Greatly raises user's Special Defense

| Ancientpower | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Rock | 60 | 100 | 5 |

New! Added Effect: raises all user's abilities (10% success)

| Attract | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 45 | Normal | - | 100 | 10 |

New! Prevents opp. sex opponent from attacking (50% success)

| Aurora Beam | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ice | 65 | 100 | 20 |

Added Effect: Reduces opponent's Attack (10% success)

| Barrage | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 15 | 85 | 20 |

Attacks 2-5 times in one turn

| Barrier | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 30 |

Greatly raises user's Defense

| Baton Pass | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 40 |

New! Swaps Pokémon; New Pokémon gains any beneficial effects

| Beat Up | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Dark | 10 | 100 | 10 |

New! Attack's Power is +10 for each healthy Pokémon on team

| Belly Drum | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 10 |

New! Raises Attack to MAX, but loses half of MAX HP

| Bide | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 10 |

Deals damage = 2X opponent's attacks after 2-3 turns

| Bind | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 15 | 75 | 20 |

Changed Traps and attacks opponent continuously for 2-5 turns

| Bite | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Dark | 60 | 100 | 25 |

New Type Added Effect: Opponent Flinches (30% success)

| Blizzard | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 14 | Ice | 120 | 70 | 5 |

Added Effect: Freezes opponent (10% success)

| Body Slam | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 85 | 100 | 15 |

Added Effect: Paralyzes opponent (30% success)

| Bone Club | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ground | 65 | 85 | 20 |

Added Effect: Opponent Flinches (10% success)

| Bone Rush | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ground | 25 | 80 | 10 |

New! Attacks 2-5 times in one turn

| Bonemerang | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ground | 50 | 90 | 10 |

Attacks twice in one turn

| Bubble | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Water | 20 | 100 | 30 |

Added Effect: Reduces opponent's Speed (10% success)

| Bubblebeam | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Water | 65 | 100 | 20 |

Added Effect: Reduces opponent's Speed (10% success)

| Charm | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 20 |

New! Greatly reduces opponent's Attack

| Clamp | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Water | 35 | 75 | 10 |

Changed Traps and attacks opponent continuously for 2-5 turns

| Comet Punch | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 18 | 85 | 15 |

Attacks 2-5 times in one turn

| Confuse Ray | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ghost | - | 100 | 10 |

Confuses opponent

| Confusion | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | 50 | 100 | 25 |

Added Effect: Confuses opponent (10% success)

| Constrict | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 10 | 100 | 35 |

Added Effect: Reduces opponent's Speed (10% success)

*Note: This covers both Conversion and Conversion2

| | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| *Conversion/2 | - | Normal | -/- | -/100 | 30/30 |
| Changed Changes own type to that of one of user's moves | | | | | |
| Cotton Spore | - | Grass | - | 85 | 40 |
| New! Greatly reduces opponent's Speed | | | | | |
| Counter | - | Fighting | - | 100 | 20 |
| Attacks 2nd, deals 2X non-Special damage just received | | | | | |
| Crabhammer | - | Water | 90 | 85 | 10 |
| Likely to become a critical hit | | | | | |
| Cross Chop | - | Fighting | 100 | 80 | 5 |
| New! Likely to become a critical hit | | | | | |
| Crunch | - | Dark | 80 | 100 | 15 |
| New! Added Effect: Reduces Special Defense (20% success) | | | | | |
| Curse | 3 | Ghost | - | - | 10 |
| New! If used by Ghost, cuts own HP by 1/2, hurts opponent each turn | | | | | |
| Cut | HM 1 | Normal | 50 | 95 | 30 |
| Field: Cuts small trees | | | | | |
| Defense Curl | 40 | Normal | - | - | 40 |
| Raises Defense | | | | | |
| Destiny Bond | - | Ghost | - | - | 5 |
| New! If user Faints, opponent Faints too | | | | | |
| Detect | 43 | Fighting | - | - | 5 |
| New! Protects from any attack. If used again, success % decreases | | | | | |
| Dig | 28 | Ground | 60 | 100 | 10 |
| Weakened Attacks on 2nd turn/Field: Escapesfrom caves | | | | | |
| Disable | - | Normal | - | 55 | 20 |
| Changed Disable opponent's last used move for a few turns | | | | | |
| Dizzy Punch | - | Normal | 70 | 100 | 10 |
| Added Effect: Confuses opponent (20% success) | | | | | |
| Double-Edge | - | Normal | 120 | 100 | 15 |
| Powered Up 1/4 of damage dealt is also dealt to user | | | | | |
| Double Kick | - | Fighting | 30 | 100 | 30 |
| Attacks twice in one turn | | | | | |
| Doubleslap | - | Normal | 15 | 85 | 10 |
| Attacks 2-5 times in one turn | | | | | |
| Double Team | 32 | Normal | - | - | 15 |
| Raises user's Evasion | | | | | |

| | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| Dragon Rage | - | Dragon | - | 100 | 10 |
| Deals 40 damage, regardless of Type and Defense | | | | | |
| Dragonbreath | 24 | Dragon | 60 | 100 | 20 |
| New! Added Effect: Paralyzes opponent (30% success) | | | | | |
| Dream Eater | 42 | Psychic | 100 | 100 | 15 |
| Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt | | | | | |
| Drill Peck | - | Flying | 80 | 100 | 20 |
| No special properties | | | | | |
| Dynamicpunch | 1 | Fighting | 100 | 50 | 5 |
| New! Whenever it hits, Confuses opponent | | | | | |
| Earthquake | 26 | Ground | 100 | 100 | 10 |
| No special properties | | | | | |
| Egg Bomb | - | Normal | 100 | 75 | 10 |
| No special properties | | | | | |
| Ember | - | Fire | 40 | 100 | 25 |
| Added Effect: Burns opponent (10% success) | | | | | |
| Encore | - | Normal | - | 100 | 5 |
| New! Opponent must repeat last attack 2-5 times | | | | | |
| Endure | 20 | Normal | - | - | 10 |
| New! User survives with 1 HP. If used again, success % decreases | | | | | |
| Explosion | - | Normal | 250 | 100 | 5 |
| After using this move, user Faints | | | | | |
| Extreme Speed | - | Normal | 80 | 100 | 5 |
| New! Always attacks before opponent, regardless of Speed | | | | | |
| Faint Attack | - | Dark | 60 | - | 20 |
| New! Always hits (even during opponent's Dig, Fly, etc.) | | | | | |
| False Swipe | - | Normal | 40 | 100 | 40 |
| New! Always leaves opponent with at least 1 HP | | | | | |
| Fire Blast | 38 | Fire | 120 | 85 | 5 |
| Added Effect: Burns opponent (10% success) | | | | | |
| Fire Punch | 48 | Fire | 75 | 100 | 15 |
| Added Effect: Burns opponent (10% success) | | | | | |
| Fire Spin | - | Fire | 15 | 70 | 15 |
| Changed Traps and attacks opponent continuously for 2-5 turns | | | | | |
| Fissure | - | Ground | - | 30 | 5 |
| If it hits, opponent Faints | | | | | |

| Flail | TM - | TYPE Normal | POW. - | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| New! Gains Power based on how little HP user has | | | | | |

| Flame Wheel | TM - | TYPE Fire | POW. 60 | ACC. 100 | PP 25 |
|---|---|---|---|---|---|
| New! Added Effect: Burns opponent (10% success). Cures Freeze | | | | | |

| Flamethrower | TM - | TYPE Fire | POW. 95 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Burns opponent (10% success) | | | | | |

| Flash | HM 5 | TYPE Normal | POW. - | ACC. 70 | PP 20 |
|---|---|---|---|---|---|
| Reduces opponent's Accuracy/Field: Lights up caves | | | | | |

| Fly | HM 2 | TYPE Flying | POW. 70 | ACC. 95 | PP 15 |
|---|---|---|---|---|---|
| Attacks on 2nd turn/Field: Fly to areas you've already visited | | | | | |

| Focus Energy | TM - | TYPE Normal | POW. - | ACC. - | PP 30 |
|---|---|---|---|---|---|
| Next move will likely be a critical hit | | | | | |

| Foresight | TM - | TYPE Normal | POW. - | ACC. 100 | PP 40 |
|---|---|---|---|---|---|
| New! Normalizes oppt.'s Evasion/Normal-type attacks can hit Ghosts | | | | | |

| Frustration | TM 21 | TYPE Normal | POW. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| New! Gains Power based on how unhappy user is | | | | | |

| Fury Attack | TM - | TYPE Normal | POW. 15 | ACC. 85 | PP 20 |
|---|---|---|---|---|---|
| Attacks 2-5 times in one turn | | | | | |

| Fury Cutter | TM 49 | TYPE Bug | POW. 10 | ACC. 95 | PP 20 |
|---|---|---|---|---|---|
| New! If used consecutively, Power doubles each turn until misses | | | | | |

| Fury Swipes | TM - | TYPE Normal | POW. 18 | ACC. 85 | PP 15 |
|---|---|---|---|---|---|
| Attacks 2-5 times in one turn | | | | | |

| Future Sight | TM - | TYPE Psychic | POW. 80 | ACC. 90 | PP 15 |
|---|---|---|---|---|---|
| New! Attacks opponent two turns later | | | | | |

| Giga Drain | TM 19 | TYPE Grass | POW. 60 | ACC. 100 | PP 5 |
|---|---|---|---|---|---|
| New! Refills HP by half of damage dealt to opponent | | | | | |

| Glare | TM - | TYPE Normal | POW. - | ACC. 75 | PP 30 |
|---|---|---|---|---|---|
| Paralyzes opponent | | | | | |

| Growl | TM - | TYPE Normal | POW. - | ACC. 100 | PP 40 |
|---|---|---|---|---|---|
| Reduces opponent's Attack | | | | | |

| Growth | TM - | TYPE Normal | POW. - | ACC. - | PP 40 |
|---|---|---|---|---|---|
| Raises user's Special Attack | | | | | |

| Guillotine | TM - | TYPE Normal | POW. - | ACC. 30 | PP 5 |
|---|---|---|---|---|---|
| If it hits, opponent Faints | | | | | |

| Gust | TM - | TYPE Flying | POW. 40 | ACC. 100 | PP 35 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Harden | TM - | TYPE Normal | POW. - | ACC. - | PP 30 |
|---|---|---|---|---|---|
| Raises user's Defense | | | | | |

| Haze | TM - | TYPE Ice | POW. - | ACC. - | PP 30 |
|---|---|---|---|---|---|
| Cures all status conditions of user and opponent | | | | | |

| Headbutt | TM 2 | TYPE Normal | POW. 70 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees | | | | | |

| Heal Bell | TM - | TYPE Normal | POW. - | ACC. - | PP 5 |
|---|---|---|---|---|---|
| New! Heals all status conditions of all of your Pokémon | | | | | |

| Hi Jump Kick | TM - | TYPE Fighting | POW. 85 | ACC. 90 | PP 20 |
|---|---|---|---|---|---|
| If misses, user receives 1/8 of damage attack would have dealt | | | | | |

| Hidden Power | TM 10 | TYPE Normal | POW. - | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| New! Type and Power changes depending on Pokémon using it | | | | | |

| Horn Attack | TM - | TYPE Normal | POW. 65 | ACC. 100 | PP 25 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Horn Drill | TM - | TYPE Normal | POW. - | ACC. 30 | PP 5 |
|---|---|---|---|---|---|
| If it hits, opponent faints | | | | | |

| Hydro Pump | TM - | TYPE Water | POW. 120 | ACC. 80 | PP 5 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Hyper Beam | TM 15 | TYPE Normal | POW. 150 | ACC. 90 | PP 5 |
|---|---|---|---|---|---|
| User can't do anything on turn after attack | | | | | |

| Hyper Fang | TM - | TYPE Normal | POW. 80 | ACC. 90 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Opponent Flinches (10% success) | | | | | |

| Hypnosis | TM - | TYPE Psychic | POW. - | ACC. 60 | PP 20 |
|---|---|---|---|---|---|
| Puts opponent to Sleep | | | | | |

| Ice Beam | TM - | TYPE Ice | POW. 95 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| Added Effect: Freezes opponent (10% success) | | | | | |

| Ice Punch | TM 33 | TYPE Ice | POW. 75 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Freezes opponent (10% success) | | | | | |

| Icy Wind | TM 16 | TYPE Ice | POW. 55 | ACC. 95 | PP 15 |
|---|---|---|---|---|---|
| New! Added Effect: Reduces opponent's Speed (10% success) | | | | | |

| Iron Tail | TM 23 | TYPE Steel | POW. 100 | ACC. 75 | PP 15 |
|---|---|---|---|---|---|
| New! Added Effect: Reduces opponent's Defense (30% success) | | | | | |

| Jump Kick | TM - | TYPE Fighting | POW. 70 | ACC. 95 | PP 25 |
|---|---|---|---|---|---|
| If misses, user receives 1/8 of damage attack would have dealt | | | | | |

| Karate Chop | TM - | TYPE Fighting | POW. 50 | ACC. 100 | PP 25 |
|---|---|---|---|---|---|
| Likely to become a critical hit | | | | | |

| Kinesis | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | 80 | 15 |
| Reduces opponent's Accuracy | | | | | |

| Leech Life | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Bug | 20 | 100 | 15 |
| Refills HP by half of damage dealt to opponent | | | | | |

| Leech Seed | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Grass | - | 90 | 10 |
| Steals a bit of HP from opponent every turn until battle ends | | | | | |

| Leer | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 30 |
| Reduces opponent's Defense | | | | | |

| Lick | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ghost | 20 | 100 | 30 |
| Added Effect: Paralyzes opponent (30% success) | | | | | |

| Light Screen | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 30 |
| Reduces damage from opponent's Special attacks by 1/2 for 5 turns | | | | | |

| Lock-On | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 5 |
| New! User's next attack will always hit | | | | | |

| Lovely Kiss | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 75 | 15 |
| Puts opponent to Sleep | | | | | |

| Low Kick | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Fighting | 50 | 90 | 20 |
| Added Effect: Opponent Flinches (30% success) | | | | | |

| Mach Punch | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Fighting | 40 | 100 | 30 |
| New! Always attacks before opponent, regardless of Speed | | | | | |

| Magnitude | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ground | - | 100 | 30 |
| New! Power randomly changes (10, 30, 50, 70, 90, 110, 150) | | | | | |

| Mean Look | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 5 |
| New! Opponent can't escape while user is in battle | | | | | |

| Meditate | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 40 |
| Raises user's Attack | | | | | |

| Mega Drain | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Grass | 40 | 100 | 10 |
| Refills HP by half of damage dealt to opponent | | | | | |

| Mega Kick | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 120 | 75 | 5 |
| No special properties | | | | | |

| Mega Punch | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 80 | 85 | 20 |
| No special properties | | | | | |

| Megahorn | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Bug | 120 | 85 | 10 |
| New! No special properties | | | | | |

| Metal Claw | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Steel | 50 | 95 | 35 |
| New! Added Effect: Raises user's Attack (10% success) | | | | | |

| Metronome | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 10 |
| Uses a randomly selected Attack | | | | | |

| Milk Drink | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 10 |
| New! Refills 1/2 of HP Max/Field: Shares 1/5 of own HP with team | | | | | |

| Mimic | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 10 |
| Copies last attack opponent used till end of battle | | | | | |

| Mind Reader | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 5 |
| New! User's next attack will always hit | | | | | |

| Minimize | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 20 |
| Raises user's Evasion | | | | | |

| Mirror Coat | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | 100 | 20 |
| New! Attacks 2nd, deals 2X Special damage just received | | | | | |

| Mirror Move | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Flying | - | - | 20 |
| Hits opponent with last technique it hit you with | | | | | |

| Mist | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ice | - | - | 30 |
| Protects from all moves that lower Pokémon abilities | | | | | |

| Moonlight | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 5 |
| New! Refills HP. Efficacy changes based on time of day | | | | | |

| Morning Sun | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 5 |
| New! Refills HP. Efficacy changes based on time of day | | | | | |

| Mud-Slap | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 31 | Ground | 20 | 100 | 10 |
| New! Added Effect: Reduces opponent's Accuracy (10% success) | | | | | |

| Night Shade | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ghost | - | 100 | 15 |
| Deals damage equal to users level, regardless of Type and Defense | | | | | |

| Nightmare | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 50 | Ghost | - | 100 | 15 |
| New! Use only while opponent sleeps. Deals damage every turn | | | | | |

| Octazooka | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Water | 65 | 85 | 10 |
| New! Added Effect: Reduces opponent's Accuracy (50% success) | | | | | |

| Outrage | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Dragon | 90 | 100 | 15 |
| New! Attacks 2-3 turns in a row, then user becomes Confused | | | | | |

| Pain Split | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 100 | 20 |
| New! Combines user's and opponent's HP, and gives half to each | | | | | |

| Pay Day | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 40 | 100 | 20 |
| You gain money equal to double user's level (per attack) | | | | | |

| Peck | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Flying | 35 | 100 | 35 |
| No special properties | | | | | |

| Perish Song | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 5 |

New! Both Pokémon will Faint in 3 turns, unless either is switched

| Petal Dance | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Grass | 70 | 100 | 20 |

Attacks 2-3 turns in a row, then user becomes Confused

| Pin Missile | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Bug | 14 | 85 | 20 |

Attacks 2-5 times in one turn

| Poison Gas | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Poison | - | 55 | 40 |

Opponent becomes Poisoned

| Poisonpowder | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Poison | - | 75 | 35 |

Opponent becomes Poisoned

| Poison Sting | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Poison | 15 | 100 | 35 |

Added Effect: Poisons opponent (30% success)

| Pound | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 40 | 100 | 35 |

No special properties

| Powder Snow | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ice | 40 | 100 | 25 |

New! Added Effect: Freezes opponent (10% success)

| Present | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | 90 | 15 |

New! Randomly deals 40, 80, or 120 damage, or refills 80 HP

| Protect | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 17 | Normal | - | - | 10 |

New! Protects from any attack. If used again, success % decreases

| Psybeam | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | 65 | 100 | 20 |

Added Effect: Confuses opponent (10% success)

| Psych Up | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 9 | Normal | - | - | 10 |

New! Oppt.'s moves with beneficial effects also affect your Pokémon

| Psychic | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 29 | Psychic | 90 | 100 | 10 |

Added Effect: Reduces opponent's Special Defense (10% success)

| Psywave | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | 80 | 15 |

Changed Has random Power between 1 and 1.5 x user's level

| Pursuit | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Dark | 40 | 100 | 20 |

New! When oppt. changes Pokémon, it hits that Pokémon for 2X damage

| Quick Attack | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 40 | 100 | 30 |

Always hits before opponent, regardless of Speed

| Rage | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 20 | 100 | 20 |

If used continuously, Power grows as user is damaged

| Rain Dance | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 18 | Water | - | - | 5 |

Raises Power of Water-type attacks for 5 turns

| Rapid Spin | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 20 | 100 | 40 |

New! Escapes from continuous moves like Bind and Leech Seed

| Razor Leaf | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Grass | 55 | 95 | 25 |

Likely to become a critical hit

| Razor Wind | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 80 | 75 | 10 |

Changed Likely to become a critical hit

| Recover | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 20 |

Refills 1/2 of Max HP

| Reflect | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Psychic | - | - | 20 |

Reduces damage from opponent's non-Special attacks by 1/2 for 5 turns

| Rest | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 44 | Psychic | - | - | 10 |

Recovers HP completely, user Sleeps for next two turns

| Return | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 27 | Normal | - | 100 | 20 |

New! Gains Power based on how happy user is

| Reversal | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Fighting | - | 100 | 15 |

New! Gains power based on how little HP user has

| Roar | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 5 | Normal | - | 100 | 20 |

Changed Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon

| Rock Slide | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Rock | 75 | 90 | 10 |

New Effect Added Effect: Opponent Flinches (30% success)

| Rock Smash | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 8 | Fighting | 20 | 100 | 15 |

New! Added Effect: Reduces oppt.'s Defense/Field: Smash rocks

| Rock Throw | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Rock | 50 | 90 | 15 |

Accuracy Up No special properties

| Rolling Kick | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Fighting | 60 | 85 | 15 |

Added Effect: Opponent Flinches (30% success)

| Rollout | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 4 | Rock | 30 | 90 | 20 |

New! Attacks for 5 turns, Power increases each turn until misses

| Sacred Fire | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Fire | 100 | 95 | 5 |

New! Added Effect: Burns opponent (50% success)

| Safeguard | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | - | - | 25 |

New! Protects all Pokémon from status conditions for 5 turns

| Sand-Attack | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Ground | - | 100 | 15 |

Reduces opponent's Accuracy

| Sandstorm | TM | TYPE | POW. | ACC. | POW. |
|---|---|---|---|---|---|
| | 37 | Rock | - | - | 10 |

New! Hurts both Pokémon each turn, except Rock, Steel, & Ground-types

| Scary Face | TM - | TYPE Normal | POW. - | ACC. 90 | PP 10 |
|---|---|---|---|---|---|
| New! Greatly reduces opponent's Speed | | | | | |

| Scratch | TM - | TYPE Normal | POW. 40 | ACC. 100 | PP 35 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Screech | TM - | TYPE Normal | POW. - | ACC. 85 | PP 40 |
|---|---|---|---|---|---|
| Greatly reduces opponent's Defense | | | | | |

| Seismic Toss | TM - | TYPE Fighting | POW. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Deals damage equal to users level, regardless of Type and Defense | | | | | |

| Selfdestruct | TM - | TYPE Normal | POW. 200 | ACC. 100 | PP 5 |
|---|---|---|---|---|---|
| After using this move, user Faints | | | | | |

| Shadow Ball | TM 30 | TYPE Ghost | POW. 80 | ACC. 100 | PP 5 |
|---|---|---|---|---|---|
| New! Added Effect: Reduces oppt.'s Special Defense (20% success) | | | | | |

| Sharpen | TM - | TYPE Normal | POW. - | ACC. - | PP 30 |
|---|---|---|---|---|---|
| Raises user's Attack | | | | | |

| Sing | TM - | TYPE Normal | POW. - | ACC. 55 | PP 15 |
|---|---|---|---|---|---|
| Puts opponent to Sleep | | | | | |

| Sketch | TM - | TYPE Normal | POW. - | ACC. - | PP 1 |
|---|---|---|---|---|---|
| New! Permanently copies the last technique used by oppt. | | | | | |

| Skull Bash | TM - | TYPE Normal | POW. 100 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| New Effect 2nd turn attack, also raises users Defense | | | | | |

| Sky Attack | TM - | TYPE Flying | POW. 140 | ACC. 90 | PP 5 |
|---|---|---|---|---|---|
| 2nd turn attack | | | | | |

| Slam | TM - | TYPE Normal | POW. 80 | ACC. 75 | PP 20 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Slash | TM - | TYPE Normal | POW. 70 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Likely to become a critical hit | | | | | |

| Sleep Powder | TM - | TYPE Grass | POW. - | ACC. 75 | PP 15 |
|---|---|---|---|---|---|
| Puts opponent to Sleep | | | | | |

| Sleep Talk | TM 35 | TYPE Normal | POW. - | ACC. - | PP 10 |
|---|---|---|---|---|---|
| New! Randomly uses one of user's techniques when Asleep | | | | | |

| Sludge | TM - | TYPE Poison | POW. 65 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Added Effect: Poisons opponent (30% success) | | | | | |

| Sludge Bomb | TM 36 | TYPE Poison | POW. 90 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New! Added Effect: Poisons opponent (30% success) | | | | | |

| Smog | TM - | TYPE Poison | POW. 20 | ACC. 70 | PP 20 |
|---|---|---|---|---|---|
| Added Effect: Poisons opponent (40% success) | | | | | |

| Smokescreen | TM - | TYPE Normal | POW. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Reduces opponent's Accuracy | | | | | |

| Snore | TM 13 | TYPE Normal | POW. 40 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| New! Added Effect: Oppt. Flinches (30% success). Use only while Asleep | | | | | |

| Softboiled | TM - | TYPE Normal | POW. - | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| Refills 1/2 of HP Max/Field: Shares 1/5 of own HP with team | | | | | |

| Solarbeam | TM 22 | TYPE Grass | POW. 120 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| 2nd turn attack | | | | | |

| Sonicboom | TM - | TYPE Normal | POW. - | ACC. 90 | PP 20 |
|---|---|---|---|---|---|
| Deals 20 damage, regardless of Type and Defense | | | | | |

| Spark | TM - | TYPE Electric | POW. 65 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| New! Added Effect: Paralyzes opponent (30% success) | | | | | |

| Spider Web | TM - | TYPE Bug | POW. - | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New! Opponent can't escape while user is in battle | | | | | |

| Spike Cannon | TM - | TYPE Normal | POW. 20 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Attacks 2-5 times in one turn | | | | | |

| Spikes | TM - | TYPE Normal | POW. - | ACC. - | PP 20 |
|---|---|---|---|---|---|
| New! Traps and attacks opponent continuously for 2-5 turns | | | | | |

| Spite | TM - | TYPE Ghost | POW. - | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New! Reduces PP of opponent's last used move by 2-5 | | | | | |

| Splash | TM - | TYPE Normal | POW. - | ACC. - | PP 40 |
|---|---|---|---|---|---|
| Does absolutely nothing | | | | | |

| Spore | TM - | TYPE Grass | POW. - | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Puts opponent to Sleep | | | | | |

| Steel Wing | TM 47 | TYPE Steel | POW. 70 | ACC. 90 | PP 25 |
|---|---|---|---|---|---|
| New! Added Effect: Raises user's Defense (10% success) | | | | | |

| Stomp | TM - | TYPE Normal | POW. 65 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Added Effect: Opponent Flinches (30% success) | | | | | |

| Strength | HM 4 | TYPE Normal | POW. 80 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Field: Allows you to push rocks | | | | | |

| String Shot | TM - | TYPE Bug | POW. - | ACC. 95 | PP 40 |
|---|---|---|---|---|---|
| Reduces opponent's Speed | | | | | |

| Struggle | TM - | TYPE Normal | POW. 50 | ACC. 100 | PP n/a |
|---|---|---|---|---|---|
| 1/4 of damage also dealt to user. All Pokémon gain this when out of PP | | | | | |

| Stun Spore | TM - | TYPE Grass | POW. - | ACC. 75 | PP 30 |
|---|---|---|---|---|---|
| Paralyzes opponent | | | | | |

| Submission | TM - | TYPE Fighting | POW. 80 | ACC. 80 | PP 25 |
|---|---|---|---|---|---|
| 1/4 of damage dealt is also dealt to user | | | | | |

| Substitute | TM - | TYPE Normal | POW. - | ACC. - | PP 10 |
|---|---|---|---|---|---|
| Creates clone with 1/4 of user's HP, clone blocks until K.O.'ed | | | | | |

| Sunny Day | TM 11 | TYPE Fire | POW. - | ACC. - | PP 5 |
|---|---|---|---|---|---|
| New! Raises Power of Fire-type attacks for 5 turns | | | | | |

| Super Fang | TM - | TYPE Normal | POW. - | ACC. 90 | PP 100 |
|---|---|---|---|---|---|
| Reduces opponent's HP by 1/2 | | | | | |

| Supersonic | TM - | TYPE Normal | POW. - | ACC. 55 | PP 20 |
|---|---|---|---|---|---|
| Confuses opponent | | | | | |

| Surf | HM 3 | TYPE Water | POW. 95 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Field: Allows you to swim on water | | | | | |

| Swagger | TM 34 | TYPE Normal | POW. - | ACC. 90 | PP 15 |
|---|---|---|---|---|---|
| New! Confuses opponent but greatly raises opponent's Attack | | | | | |

| Sweet Kiss | TM - | TYPE Normal | POW. - | ACC. 75 | PP 10 |
|---|---|---|---|---|---|
| New! Confuses opponent | | | | | |

| Sweet Scent | TM 12 | TYPE Normal | POW. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| New! Reduces opponent's Evasion/Field: Attracts wild Pokémon | | | | | |

| Swift | TM 39 | TYPE Normal | POW. 60 | ACC. - | PP 20 |
|---|---|---|---|---|---|
| Always hits (except during opponent's Dig, Fly, etc.) | | | | | |

| Swords Dance | TM - | TYPE Normal | POW. - | ACC. - | PP 30 |
|---|---|---|---|---|---|
| Greatly raises user's Attack | | | | | |

| Synthesis | TM - | TYPE Grass | POW. - | ACC. - | PP 5 |
|---|---|---|---|---|---|
| New! Refills HP. Efficacy changes based on time of day | | | | | |

| Tackle | TM - | TYPE Normal | POW. 35 | ACC. 95 | PP 35 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Tail Whip | TM - | TYPE Normal | POW. - | ACC. 100 | PP 30 |
|---|---|---|---|---|---|
| Reduces opponent's Defense | | | | | |

| Take Down | TM - | TYPE Normal | POW. 90 | ACC. 85 | PP 20 |
|---|---|---|---|---|---|
| 1/4 of damage dealt is also dealt to user | | | | | |

| Teleport | TM - | TYPE Psychic | POW. - | ACC. - | PP 20 |
|---|---|---|---|---|---|
| Escape from wild Pokémon/Field: Return to last Pokémon Center | | | | | |

| Thief | TM 46 | TYPE Dark | POW. 40 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New! Added Effect: Steals any item held by wild Pokémon | | | | | |

| Thrash | TM - | TYPE Normal | POW. 90 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Attacks 2-3 turns in a row, then user becomes Confused | | | | | |

| Thunder | TM 25 | TYPE Electric | POW. 120 | ACC. 70 | PP 10 |
|---|---|---|---|---|---|
| Added Effect: Paralyzes opponent (30% success) | | | | | |

| Thunder Wave | TM - | TYPE Electric | STR. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Paralyzes opponent | | | | | |

| Thunderbolt | TM - | TYPE Electric | STR. 95 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Paralyzes opponent (10% success) | | | | | |

| Thunderpunch | TM 41 | TYPE Electric | STR. 75 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Added Effect: Paralyzes opponent (10% success) | | | | | |

| Thundershock | TM - | TYPE Electric | STR. 40 | ACC. 100 | PP 30 |
|---|---|---|---|---|---|
| Added Effect: Paralyzes opponent (10% success) | | | | | |

| Toxic | TM 6 | TYPE Poison | STR. - | ACC. 85 | PP 10 |
|---|---|---|---|---|---|
| Opponent is Poisoned. Poison damage increases each turn | | | | | |

| Transform | TM - | TYPE Normal | STR. - | ACC. - | PP 10 |
|---|---|---|---|---|---|
| User becomes copy of opponent, but keeps owns stats | | | | | |

| Tri Attack | TM - | TYPE Normal | STR. 80 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New Effect Added Effect: Paralyzes, Burns, or Freezes oppt. (20%) | | | | | |

| Triple Kick | TM - | TYPE Fighting | STR. 10 | ACC. 90 | PP 10 |
|---|---|---|---|---|---|
| New! Attacks 3X in one turn. Power increases each turn until misses | | | | | |

| Twineedle | TM - | TYPE Bug | POW. 25 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Attacks twice. Added Effect: Poisons opponent (20% success) | | | | | |

| Twister | TM - | TYPE Dragon | POW. 40 | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| New! Added Effect: Opponent Flinches (20% success) | | | | | |

| Vicegrip | TM - | TYPE Normal | POW. 55 | ACC. 100 | PP 30 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Vine Whip | TM - | TYPE Grass | POW. 35 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Vital Throw | TM - | TYPE Fighting | POW. 70 | ACC. 100 | PP 10 |
|---|---|---|---|---|---|
| New! Always attacks second, next attack will always hit | | | | | |

| Water Gun | TM - | TYPE Water | POW. 40 | ACC. 100 | PP 25 |
|---|---|---|---|---|---|
| No special properties | | | | | |

| Waterfall | HM 7 | TYPE Water | POW. 80 | ACC. 100 | PP 15 |
|---|---|---|---|---|---|
| Field: Can swim up waterfalls | | | | | |

| Whirlpool | HM 6 | TYPE Water | POW. 15 | ACC. 70 | PP 15 |
|---|---|---|---|---|---|
| New! Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools | | | | | |

| Whirlwind | TM - | TYPE Normal | POW. - | ACC. 100 | PP 20 |
|---|---|---|---|---|---|
| Changed Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon | | | | | |

| Wing Attack | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Flying | 60 | 100 | 35 |
| Powered Up: No special properties | | | | | |

| Withdraw | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Water | - | - | 40 |
| Raises user's Defense | | | | | |

| Wrap | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | - | Normal | 15 | 85 | 20 |
| Changed: Traps and attacks opponent continuously for 2-5 turns | | | | | |

| Zap Cannon | TM | TYPE | POW. | ACC. | PP |
|---|---|---|---|---|---|
| | 7 | Electric | 100 | 50 | 5 |
| New!: If it hits, Paralyzes opponent | | | | | |

# APPENDIX B: HM 'S

| HM 01 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Receive from Charcoal-maker's apprentice in Ilex Forest (page 30) | | | |
| Cut | | TYPE | POW. | ACC. | PP |
| | | Normal | 50 | 95 | 30 |
| Regular attack/Field: Cuts small trees | | | | | |

| HM 02 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Receive from woman by Cianwood City Gym after beating Chuck (page 50) | | | |
| Fly | | TYPE | POW. | ACC. | PP |
| | | Flying | 70 | 95 | 15 |
| Attacks on 2nd turn/Field: Fly to areas you've already visited | | | | | |

| HM 03 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Defeat the five trainers in the Ecruteak Dance Theater (page 42) | | | |
| Surf | | TYPE | POW. | ACC. | PP |
| | | Water | 95 | 100 | 15 |
| Regular attack/Field: Allows you to swim on water | | | | | |

| HM 04 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Receive from a Sailor in Olivine City (page 47) | | | |
| Strength | | TYPE | POW. | ACC. | PP |
| | | Normal | 80 | 100 | 15 |
| Regular attack/Field: Allows you to push rocks | | | | | |

| HM 05 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Receive from Master Li at top of Sprout Tower (page 23) | | | |
| Flash | | TYPE | POW. | ACC. | PP |
| | | Normal | - | 70 | 20 |
| Reduces opponent's Accuracy/Field: Lights up caves | | | | | |

| HM 06 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Receive from Lance after clearing Team Rocket HQ (page 59) | | | |
| Whirlpool | | TYPE | POW. | ACC. | PP |
| | | Water | 15 | 70 | 15 |
| Traps and attacks oppt. for 2-5 turns/Field: Clears whirlpools | | | | | |

| HM 07 | BUY | | | | |
|---|---|---|---|---|---|
| | - | Find in Ice Path (page 63) | | | |
| Waterfall | | TYPE | POW. | ACC. | PP |
| | | Water | 80 | 100 | 15 |
| Regular attack/Field: Can swim up waterfalls | | | | | |

# APPENDIX C: TM'S

| TM 01 | BUY - | Prize for defeating Chuck at the Cianwood Island Gym (page 50) | | |
|---|---|---|---|---|
| **Dynamicpunch** | TYPE Fighting | POW. 100 | ACC. 50 | PP 5 |
| Whenever it hits, Confuses opponent | | | | |

| TM 02 | BUY ₽2000 | Receive from man in Ilex Forest (page 31)/Can then buy in Goldenrod City | | |
|---|---|---|---|---|
| **Headbutt** | TYPE Normal | POW. 70 | ACC. 100 | PP 15 |
| Added Effect: Oppt. Flinches (30%)/Field: Knock Pokémon from trees | | | | |

| TM 03 | BUY - | Receive from man in Celadon City mansion at night (page 85) | | |
|---|---|---|---|---|
| **Curse** | TYPE ??? | POW. - | ACC. - | PP 10 |
| If used by Ghost, cuts own HP by 1/2, hurts opponent each turn | | | | |

| TM 04 | BUY - | Found in Route 35 (page 38) | | |
|---|---|---|---|---|
| **Rollout** | TYPE Rock | POW. 30 | ACC. 90 | PP 20 |
| Attacks for 5 turns, Power increases each turn until misses | | | | |

| TM 05 | BUY - | Receive from man in Route 32 (page 24) | | |
|---|---|---|---|---|
| **Roar** | TYPE Normal | POW. - | ACC. 100 | PP 20 |
| Ends battle vs. wild Pokémon/Forces oppt. to switch Pokémon | | | | |

| TM 06 | BUY - | Prize for defeating Janine at Fuchsia City Gym (page 87) | | |
|---|---|---|---|---|
| **Toxic** | TYPE Poison | POW. - | ACC. 85 | PP 10 |
| Opponent is Poisoned. Poison damage increases each turn | | | | |

| TM 07 | BUY - | Reward for returning Machine Part to Kanto Power Plant (page 83) | | |
|---|---|---|---|---|
| **Zap Cannon** | TYPE Electric | POW. 100 | ACC. 50 | PP 5 |
| If it hits, Paralyzes opponent | | | | |

| TM 08 | BUY ₽1000 | Receive in Route 36 (page 41)/can then buy in Goldenrod City Dept. store | | |
|---|---|---|---|---|
| **Rock Smash** | TYPE Fighting | POW. 20 | ACC. 100 | PP 15 |
| Added Effect: Reduces oppt.'s Defense/Field: Smash rocks | | | | |

| TM 09 | BUY - | Found in possession of Abra imported from Red/Blue/Yellow (page 105) | | |
|---|---|---|---|---|
| **Psych Up** | TYPE Normal | POW. - | ACC. - | PP 10 |
| Oppt.'s moves with beneficial effects also affect your Pokémon | | | | |

| TM 10 | BUY ₽3000 | Receive from man in Lake of Rage (page 56)/Buy in Celadon Dept. Store | | |
|---|---|---|---|---|
| **Hidden Power** | TYPE Normal | POW. - | ACC. 100 | PP 15 |
| Type and Power changes depending on Pokémon using it | | | | |

| TM 11 | BUY ₽2000 | Reward in Goldenrod Radio Station (page 61)/Buy in Celadon Dept. Store | | |
|---|---|---|---|---|
| **Sunny Day** | TYPE Fire | POW. - | ACC. - | PP 5 |
| Raises Power of Fire-type attacks for 5 turns | | | | |

| TM 12 | BUY - | Receive from woman in Guard House as you leave Ilex Forest (page 32) | | |
|---|---|---|---|---|
| **Sweet Scent** | TYPE Normal | POW. - | ACC. 100 | PP 20 |
| Reduces opponent's Evasion/Field: Attracts wild Pokémon | | | | |

| TM 13 | BUY - | Reward for healing Miltank in Route 39 (page 46)/Dark Cave (page 71) | | |
|---|---|---|---|---|
| **Snore** | TYPE Normal | POW. 40 | ACC. 100 | PP 15 |
| Added Effect: Oppt. Flinches (30% success). Use only while Asleep | | | | |

| TM 14 | BUY 5500 Coins | Can be purchased as a prize in Goldenrod Game Corner (page 37) | | |
|---|---|---|---|---|
| **Blizzard** | TYPE Ice | POW. 120 | ACC. 70 | PP 5 |
| Added Effect: Freezes opponent (10% success) | | | | |

| TM 15 | BUY 7500 Coins | Can be purchased as a prize in Celadon Game Corner (page 85) | | |
|---|---|---|---|---|
| **Hyper Beam** | TYPE Normal | POW. 150 | ACC. 90 | PP 5 |
| Can't do anything on turn after attack | | | | |

| TM 16 | BUY - | Prize for defeating Pryce at the Mahogany Town Gym (page 59) | | |
|---|---|---|---|---|
| **Icy Wind** | TYPE Ice | POW. 55 | ACC. 95 | PP 15 |
| Added Effect: Reduces opponent's Speed (10% success) | | | | |

| TM 17 | BUY ₽3000 | Can be purchased at Celadon Department Store (page 85) | | |
|---|---|---|---|---|
| **Protect** | TYPE Normal | POW. - | ACC. - | PP 10 |
| Protects from any attack. If used again, success % decreases | | | | |

| TM 18 | BUY ₽2000 | Found in level B1 of the Slowpoke Well (page 51)/Buy at Celadon Dept. Store | | |
|---|---|---|---|---|
| **Rain Dance** | TYPE Water | POW. - | ACC. - | PP 5 |
| Raises Power of Water-type attacks for 5 turns | | | | |

| TM 19 | BUY - | Prize for beating Erika at Celadon City Gym (page 85) | | |
|---|---|---|---|---|
| **Giga Drain** | TYPE Grass | POW. 60 | ACC. 100 | PP 5 |
| Refills HP by half of damage dealt to opponent | | | | |

| TM 20 | BUY - | Found in level B1 of the Burned Tower (page 51) | | |
|---|---|---|---|---|
| **Endure** | TYPE Normal | POW. - | ACC. - | PP 10 |
| User survives with 1 HP. If used again, success % decreases | | | | |

| TM 21 | BUY - | Receive from woman in Goldenrod Dept. Store 5F (page 35) | | |
|---|---|---|---|---|
| **Frustration** | TYPE Normal | POW. - | ACC. 100 | PP 20 |
| Gains Power based on how unhappy user is | | | | |

| TM 22 | BUY - | Found in Route 26 (page 72) | | |
|---|---|---|---|---|
| **Solarbeam** | TYPE Grass | POW. 120 | ACC. 100 | PP 10 |
| 2nd turn attack | | | | |

| TM 23 | BUY - | Prize for defeating Jasmine at the Olivine City Gym (page 51) | | |
|---|---|---|---|---|
| **Iron Tail** | TYPE Steel | POW. 100 | ACC. 75 | PP 15 |
| Added Effect: Reduces opponent's Defense (30% success) | | | | |

| TM 24 | BUY - | Prize for defeating Clair at Blackthorn City Gym (page 65) | | |
|---|---|---|---|---|
| **Dragonbreath** | TYPE Dragon | POW. 60 | ACC. 100 | PP 20 |
| Added Effect: Paralyzes opponent (30% success) | | | | |

| TM 25 | BUY 5500 Coins | Can be purchased as a prize in Goldenrod Game Corner (page 37) | | |
|---|---|---|---|---|
| **Thunder** | TYPE Electric | POW. 120 | ACC. 70 | PP 10 |
| Added Effect: Paralyzes opponent (30% success) | | | | |

| TM 26 | BUY - | Found in level 2F of Champion Road (page 74) | | |
|---|---|---|---|---|
| **Earthquake** | TYPE Ground | POW. 100 | ACC. 100 | PP 10 |
| No special properties | | | | |

| TM 27 | BUY - | Receive from woman in Goldenrod Dept. Store 5F (page 35) | | |
|---|---|---|---|---|
| **Return** | TYPE Normal | POW. - | ACC. 100 | PP 20 |
| Gains Power based on how happy user is | | | | |

| TM 28 | BUY - | Found in National Park area (page 39) | | |
|---|---|---|---|---|
| **Dig** | TYPE Ground | POW. 60 | ACC. 100 | PP 10 |
| Attacks on 2nd turn/Field: Teleports from caves | | | | |

| TM 29 | BUY 3500 Coins | Receive in Saffron (page 78)/Prize in Celadon Game Center (page 85) | | |
|---|---|---|---|---|
| **Psychic** | TYPE Psychic | POW. 90 | ACC. 100 | PP 10 |
| Added Effect: Reduces opponent's Special Defense (10% success) | | | | |

| TM 30 | BUY - | Prize for defeating Morty at the Ecruteak City Gym (page 44) | | |
|---|---|---|---|---|
| **Shadow Ball** | TYPE Ghost | POW. 80 | ACC. 100 | PP 5 |
| Added Effect: Reduces oppt.'s Special Defense (20% success) | | | | |

| TM 31 | BUY - | Prize for defeating Falkner at Violet City Gym (page 22) | | |
|---|---|---|---|---|
| **Mud-Slap** | TYPE Ground | POW. 20 | ACC. 100 | PP 10 |
| Added Effect: Reduces opponent's Accuracy (10% success) | | | | |

| TM 32 | BUY 1500 Coins | Can be purchased as a prize in Celadon Game Corner (page 85) | | |
|---|---|---|---|---|
| **Double Team** | TYPE Normal | POW. - | ACC. - | PP 15 |
| Raises user's Evasion | | | | |

| TM 33 | BUY ₽3000 | Can be purchased in Goldenrod Department Store 5F (page 35) | | |
|---|---|---|---|---|
| **Ice Punch** | TYPE Ice | POW. 75 | ACC. 100 | PP 15 |
| Added Effect: Freezes opponent (10% success) | | | | |

| TM 34 | BUY - | Found on level 5 of the Olivine City Lighthouse (page 48) | | |
|---|---|---|---|---|
| **Swagger** | TYPE Normal | POW. - | ACC. 90 | PP 15 |
| Confuses opponent but greatly raises opponent's Attack | | | | |

| TM 35 | BUY - | Found in level B2b of Goldenrod Underground (page 61) | | |
|---|---|---|---|---|
| **Sleep Talk** | TYPE Normal | POW. - | ACC. - | PP 10 |
| Randomly uses one of user's techniques when Asleep | | | | |

| TM 36 | BUY - | Reward from Route 43 border guard for defeating Team Rocket (page 56) | | |
|---|---|---|---|---|
| **Sludge Bomb** | TYPE Poison | POW. 90 | ACC. 100 | PP 10 |
| Added Effect: Poisons opponent (30% success) | | | | |

| TM 37 | BUY ₽2000 | Receive from woman in Route 26 (page 72)/Buy in Celadon Dept. Store | | |
|---|---|---|---|---|
| **Sandstorm** | TYPE Rock | POW. - | ACC. - | PP 10 |
| Hurts both Pokémon each turn, except Rock, Steel, & Ground-types | | | | |

| TM 38 | BUY 5500 Coins | Can be purchased as a prize in Goldenrod Game Corner (page 37) | | |
|---|---|---|---|---|
| **Fire Blast** | TYPE Fire | POW. 120 | ACC. 85 | PP 5 |
| Added Effect: Burns opponent (10% success) | | | | |

| TM 39 | BUY - | Find in level B1 of the Union Cave (page 27) | | |
|---|---|---|---|---|
| **Swift** | TYPE Normal | POW. 60 | ACC. - | PP 20 |
| Always hits (even during opponent's Dig, Fly, etc.) | | | | |

| TM 40 | BUY - | Found in level 2Fb of Mt. Mortar (page 66) | | |
|---|---|---|---|---|
| **Defense Curl** | TYPE Normal | POW. - | ACC. - | PP 40 |
| Raises user's Defense | | | | |

| TM 41 | BUY ₽3000 | Can be purchased in Goldenrod Department Store 5F (page 35) | | |
|---|---|---|---|---|
| **Thunderpunch** | TYPE Electric | POW. 75 | ACC. 100 | PP 15 |
| Added Effect: Paralyzes opponent (10% success) | | | | |

| TM 42 | BUY - | Receive from man in Viridian City (page 93) | | |
|---|---|---|---|---|
| **Dream Eater** | TYPE Psychic | POW. 100 | ACC. 100 | PP 15 |
| Only hits Sleeping opponents. Gain HP equal to 1/2 damage dealt | | | | |

| TM 43 | BUY - | Found in corner north of Lake of Rage (page 57) | | |
|---|---|---|---|---|
| **Detect** | TYPE Fighting | POW. - | ACC. - | PP 5 |
| Protects from any attack. If used again, success % decreases | | | | |

| TM 44 | BUY - | Found in level B2b of Ice Path (page 63) | | |
|---|---|---|---|---|
| **Rest** | TYPE Psychic | POW. - | ACC. - | PP 10 |
| Recovers HP completely, user Sleeps for next two turns | | | | |

| TM 45 | BUY - | Prize for defeating Whitney at the Goldenrod City Gym (page 36) | | |
|---|---|---|---|---|
| **Attract** | TYPE Normal | POW. - | ACC. 100 | PP 10 |
| Prevents opposite sex opponent from attacking (50% success) | | | | |

| TM 46 | BUY - | Found in level B1 of Team Rocket head-quarters (page 58) | | |
|---|---|---|---|---|
| **Thief** | TYPE Dark | POW. 40 | ACC. 100 | PP 10 |
| Added Effect: Steals any item held by wild Pokémon | | | | |

| TM 47 | BUY - | Found in Rock Tunnel (page 81)/Get from woman in Route 28 (page 96) | | |
|---|---|---|---|---|
| **Steel Wing** | TYPE Steel | POW. 70 | ACC. 90 | PP 25 |
| Added Effect: Raises user's Defense (10% success) | | | | |

| TM 48 | BUY ₽3000 | Can be purchased in Goldenrod Department Store 5F (page 35) | | |
|---|---|---|---|---|
| **Fire Punch** | TYPE Fire | POW. 75 | ACC. 100 | PP 15 |
| Added Effect: Burns opponent (10% success) | | | | |

| TM 49 | BUY - | Prize for defeating Bugsy in Azalea Town Gym (page 29) | | |
|---|---|---|---|---|
| **Fury Cutter** | TYPE Bug | POW. 10 | ACC. 95 | PP 20 |
| If used consecutively, Power doubles each turn until misses | | | | |

| TM 50 | BUY - | Deliver the Goldenrod border guard's Spearow to Route 31 (page 37) | | |
|---|---|---|---|---|
| **Nightmare** | TYPE Ghost | POW. - | ACC. 100 | PP 15 |
| Use only while opponent sleeps. Deals damage every turn | | | | |

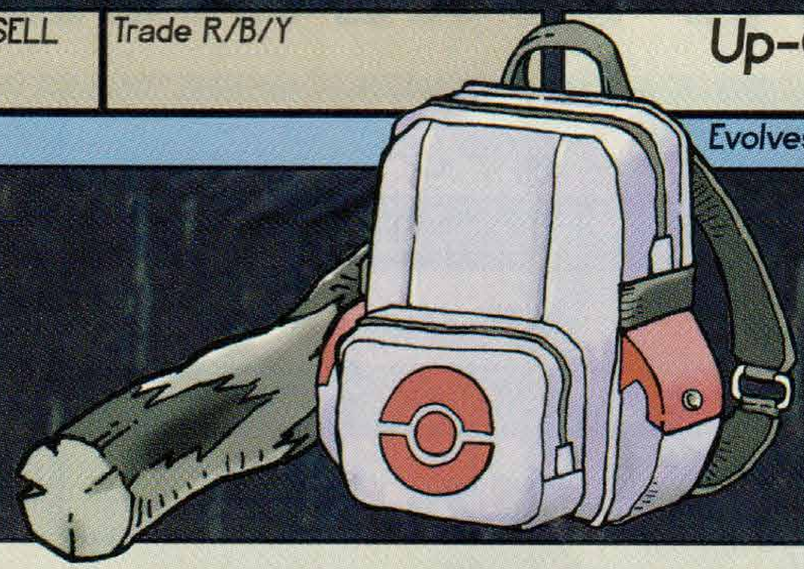
# ITEMS: COMBAT (HOLD)

| | BUY | SELL | |
|---|---|---|---|
| **Amulet Coin** | | ₽50 | Goldenrod Tunnel |
| Doubles coins earned in battle. | | | |
| **Berserk Gene** | | ₽100 | Itemfinder |
| Boosts ATK, but causes confusion. One-time use. | | | |
| **Black Belt** | | ₽50 | Lake of Rage |
| Boosts Fighting moves. | | | |
| **Blackglasses** | | ₽50 | Dark Cave |
| Boosts Dark moves. | | | |
| **Bright Powder** | | ₽5 | Trade from R/B/Y |
| Lowers opponent's ACC. | | | |
| **Charcoal** | ₽9800 | ₽4900 | Azalea Town |
| Boosts Fire moves. | | | |
| **Cleanse Tag** | | ₽100 | Route 5 |
| Reduces random encounters with wild Pokémon. | | | |
| **Dragon Fang** | | ₽100 | Dragon's Den |
| Boosts Dragon moves. | | | |
| **Dragon Scale** | | ₽1050 | Mt. Mortar, Wild Pokémon |
| Evolves certain Pokémon. | | | |
| **Everstone** | | ₽100 | Route 25 Bills House |
| Prevents Pokémon from evolving. | | | |
| **EXP. Share** | | ₽1500 | Route 30 Mr. Pokemon |
| User gains EXP as if it had participated in the fight. | | | |
| **Focus Band** | | ₽100 | Saffron City |
| May prevent Pokémon from fainting. | | | |
| **Hard Stone** | | ₽50 | Route 36 |
| Boosts Rock moves. | | | |
| **King's Rock** | | ₽50 | Slowpoke Well, Wild Pokémon |
| May make opponent flinch. Evolves certain Pokémon. | | | |
| **Leftovers** | | ₽100 | Celadon Restaurant, Trade R/B/Y |
| Restores some HP after you attack. | | | |
| **Light Ball** | | ₽50 | Trade PIKACHU from Yellow |
| Boosts PIKACHU's special attack moves. (Only Yellow Version) | | | |
| **Lucky Egg** | | ₽100 | Wild Pokémon |
| Doubles EXP earned by user. | | | |
| **Lucky Punch** | | ₽5 | Trade R/B/Y |
| Boosts Critical Hit Rate of CHANSEY. | | | |

| | BUY | SELL | |
|---|---|---|---|
| **Magnet** | | ₽50 | Route 37 |
| Boosts Electric moves. | | | |
| **Metal Coat** | | ₽50 | S.S. Aqua, Wild Pokémon |
| Boosts Steel moves | | | |
| **Metal Powder** | | ₽5 | Trade R/B/Y |
| Boosts DEF of DITTO. | | | |
| **Miracle Seed** | | ₽50 | Route 32 |
| Boosts Grass moves. | | | |
| **Mystic Water** | | ₽50 | Cherrygrove City |
| Boosts Water moves. | | | |
| **Nevermeltice** | | ₽50 | Ice Cave |
| Boosts Ice moves. | | | |
| **Pink Bow** | | ₽50 | Route 29, Radio Tower |
| Boosts Normal moves. | | | |
| **Poison Barb** | | ₽50 | Route 32, Wild Pokémon |
| Boosts Poison moves. | | | |
| **Polkadot Bow** | | ₽50 | Trade R/B/Y |
| Boosts Normal moves more than Pink Bow. | | | |
| **Quick Claw** | | ₽50 | National Park, Wild Pokémon |
| Increases chance to attack first. | | | |
| **Scope Lens** | | ₽100 | Mystery Gift |
| Increases chance to critical hit. | | | |
| **Sharp Beak** | | ₽50 | Route 10, Wild Pokémon |
| Boosts Flying moves. | | | |
| **Silverpowder** | | ₽50 | Wild Pokémon |
| Boosts Bug moves. | | | |
| **Smoke Ball** | | ₽100 | Goldenrod Tunnel |
| Always succeed in running from wild Pokémon. | | | |
| **Soft Sand** | | ₽50 | Route 34 |
| Boosts Ground moves. | | | |
| **Spell Tag** | | ₽50 | Blackthorn City, Wild Pokémon |
| Boosts Ghost moves. | | | |
| **Stick** | | ₽100 | Wild Pokémon |
| Increases critical hit rate of FARFETCH'D. | | | |
| **Thick Club** | | ₽250 | Wild Pokémon |
| Increases Physical attack damage for CUBONE and MAROWAK. | | | |

| Twisted Spoon | BUY | SELL | Trade R/B/Y |
|---|---|---|---|
| Boosts Psychic moves. | | | |

| Up-Grade | BUY | SELL | Saffron City |
|---|---|---|---|
| Evolves PORYGON into PORYGON 2 when traded. | | | |



# ITEMS: RECOVERY

| Antidote | BUY ₽100 | SELL ₽50 | Poke Mart, Find |
|---|---|---|---|
| Cures poisoned Pokémon. | | | |
| **Awakening** | BUY ₽250 | SELL ₽125 | Poke Mart, Find |
| Awakens sleeping Pokémon. | | | |
| **Burn Heal** | BUY ₽250 | SELL ₽125 | Poke Mart, Find |
| Cures burn status. | | | |
| **Elixir** | BUY | SELL ₽1500 | Find, Mystery Gift |
| Restores PP of all one Pokémon's moves by 10. | | | |
| **Energy Root** | BUY ₽800 | SELL ₽400 | Goldenrod Tunnel Herb Shop |
| Restores Pokémon's HP by 200. (Bitter) | | | |
| **Energypowder** | BUY ₽500 | SELL ₽250 | Goldenrod Tunnel Herb Shop |
| Restores Pokémon's HP by 50. (Bitter) | | | |
| **Ether** | BUY | SELL | Find, Mystery Gift |
| Restores PP of one move by 10. | | | |
| **Fresh Water** | BUY ₽200 | SELL ₽100 | Goldenrod and Celadon Dept. Stores, Mt. Moon |
| Restores Pokémon's HP by 50. | | | |
| **Full Heal** | BUY ₽600 | SELL ₽300 | Poke Mart, Find |
| Cures all status problems of one Pokémon. | | | |
| **Full Restore** | BUY ₽3000 | SELL ₽1500 | Indigo Plateau, Find |
| Fully Restores all HP, and cures all status of one Pokémon. | | | |
| **Heal Powder** | BUY ₽450 | SELL ₽225 | Goldenrod Tunnel Herb Shop |
| Cures all status problems of one Pokémon. (Bitter) | | | |
| **Hyper Potion** | BUY ₽1200 | SELL ₽600 | Poke Mart, Find |
| Restores Pokémon's HP by 200. | | | |
| **Ice Heal** | BUY ₽250 | SELL ₽125 | Poke Mart, Find |
| Thaws frozen status. | | | |
| **Lemonade** | BUY ₽350 | SELL ₽175 | Goldenrod and Celadon Dept. Stores, Mt. Moon |
| Restores Pokémon's HP by 80. | | | |

| Max Elixir | BUY | SELL ₽2250 | Find, Mystery Gift |
|---|---|---|---|
| Fully Restores all PP for all of one Pokémon's moves. | | | |
| **Max Ether** | BUY | SELL ₽1000 | Goldenrod Tunnel, Find, Mystery Gift |
| Fully Restores all PP for one move. | | | |
| **Max Potion** | BUY ₽2500 | SELL ₽1250 | Poke Mart, Find |
| Fully Restores all of one Pokémon's HP. | | | |
| **Max Revive** | BUY | SELL ₽2000 | Find |
| Fully Restores all HP and cures FAINTED status of one Pokémon. | | | |
| **MooMoo Milk** | BUY ₽500 | SELL ₽250 | Moo Moo Farm, Wild Pokémon |
| Restores Pokémon's HP by 100 | | | |
| **Paralyz Heal** | BUY ₽200 | SELL ₽100 | Poke Mart, Find |
| Cures paralyze status. | | | |
| **Potion** | BUY ₽300 | SELL ₽150 | Poke Mart, Find |
| Restores Pokémon's HP by 20 | | | |
| **RageCandyBar** | BUY ₽200 | SELL ₽100 | Mahogany Town |
| Restores Pokémon's HP by 20. | | | |
| **Revival Herb** | BUY ₽2800 | SELL ₽1400 | Goldenrod Tunnel Herb Shop |
| Revives FAINTED Pokémon. (Bitter) | | | |
| **Revive** | BUY ₽1500 | SELL ₽750 | Poke Mart, Find |
| Restore FAINTED Pokémon to 1/2 max HP. | | | |
| **Sacred Ash** | BUY | SELL ₽100 | Capture Ho-Oh in Tin Tower |
| Fully Revives, and Restores all FAINTED Pokémon on your team. | | | |
| **Soda Pop** | BUY ₽300 | SELL ₽150 | Goldenrod and Celadon Dept. Stores, Mt. Moon |
| Restores Pokémon's HP by 60. | | | |
| **Super Potion** | BUY ₽700 | SELL ₽350 | Poke Mart, Find |
| Restores Pokémon's HP by 50. | | | |

# ITEMS: STAT ENHANCEMENT

| | BUY | SELL | |
|---|---|---|---|
| Calcium | ₽9800 | ₽4900 | Goldenrod and Celadon Dept. Stores, Find |
| Permanently raises SPCL stats of one Pokémon. | | | |
| Carbos | ₽9800 | ₽4900 | Goldenrod and Celadon Dept. Stores, Find |
| Permanently raises SPD of one Pokémon. | | | |
| Dire Hit | ₽650 | ₽325 | Poke Mart, Find |
| Raises critical hit rate for one battle. | | | |
| Dragon Scale | | ₽1050 | Mt. Mortar, Wild Pokémon |
| Evolves certain Pokémon when traded. | | | |
| Fire Stone | | ₽1050 | Route 25 Bills House, Route 37, Mystery Gift |
| Evolves certain Pokémon. | | | |
| Guard Spec. | ₽700 | ₽350 | Goldenrod and Celadon Dept. Stores, Find |
| Prevents stat reduction for one battle. | | | |
| HP UP | ₽9800 | ₽4900 | Goldenrod and Celadon Dept. Stores, Find, Mystery Gift |
| Permanently raises HP Max of one Pokémon. | | | |
| Iron | ₽9800 | ₽4900 | Goldenrod and Celadon Dept. Stores, Find |
| Permanently raises DEF of one Pokémon. | | | |
| King's Rock | | ₽50 | Slowpoke Well, Wild Pokémon |
| Evovles certain Pokémon when traded. | | | |
| Leaf Stone | | ₽1050 | Route 25 Bills House, Mystery Gift |
| Evolves certain Pokémon. | | | |
| Metal Coat | | ₽50 | S.S. Aqua, Wild Pokémon |
| Evolves certain Pokémon when traded. | | | |
| Moon Stone | | ₽0 | Route 27, Mt. Moon, Wild Pokémon |
| Evolves certain Pokémon. | | | |

| | BUY | SELL | |
|---|---|---|---|
| PP UP | | ₽4900 | Find, Mystery Gift |
| Permanently raises PP Max of one move for a Pokémon. | | | |
| Protein | ₽9800 | ₽4900 | Goldenrod and Celadon Dept. Stores, Find |
| Permanently Raises ATK of one Pokémon. | | | |
| Rare Candy | | ₽2100 | Find, Mystery Gift |
| Raises user's level by one. | | | |
| Sun Stone | | ₽1050 | National Park Bug Catching Contest |
| Evolves certain Pokémon. | | | |
| Thunderstone | | ₽1050 | Route 25 Bills House, Route 12, Mystery Gift |
| Evolves certain Pokémon. | | | |
| Up-Grade | | ₽1050 | Saffron City |
| Evolves PORYGON into PORYGON 2 when traded. | | | |
| Water Stone | | ₽1050 | Route 25 Bills House, Route 38, Mystery Gift |
| Evolves Certain Pokémon. | | | |
| X Accuracy | ₽950 | ₽475 | Goldenrod and Celadon Dept. Stores, Find, Mystery Gift |
| Raises ACC for one battle. | | | |
| X Attack | ₽500 | ₽250 | Poke Mart, Find, Mystery Gift |
| Raises ATK for one battle. | | | |
| X Defend | ₽550 | ₽275 | Poke Mart, Find, Mystery Gift |
| Raises DEF for one battle. | | | |
| X Special | ₽350 | ₽175 | Poke Mart, Find, Mystery Gift |
| Raises SPCL stats for one battle. | | | |
| X Speed | ₽350 | ₽175 | Poke Mart, Find, Mystery Gift |
| Raises SPD for one battle. | | | |

# ITEMS: KEY ITEMS

| | BUY | SELL | |
|---|---|---|---|
| Basement Key | | | Goldenrod City |
| Opens locked door in Goldenrod Underground. | | | |
| Bicycle | | | Goldenrod City |
| Doubles movement rate. (outdoor only) | | | |
| Card Key | | | Goldenrod City Tunnel |
| Unlocks Radio Tower security doors. | | | |
| Coin Case | | | Goldenrod Tunnel |
| Holds up to 9,999 coins for use in Game Corners. | | | |

| | BUY | SELL | |
|---|---|---|---|
| Clear Bell | | | Ecruteak City |
| Bell used to gain access to a legendary Pokémon. | | | |
| Expn. Card | | | Lavender Town |
| Allows PokéGear Radio Card to work with Kanto stations. | | | |
| Good Rod | | | Olivine City |
| Lets you fish for semi-rare water Pokémon. | | | |
| Itemfinder | | | Ecruteak City |
| Checks for unseen items in the area. | | | |

| Lost Item | BUY | SELL | Vermillion City |
|---|---|---|---|
| PokéDoll lost by the Copycat. | | | |

| Machine Part | BUY | SELL | Cerulean City |
|---|---|---|---|
| Machine part that was stolen from the Power Plant. | | | |

| Map Card | BUY | SELL | Cherrygrove City |
|---|---|---|---|
| Allows you to view your position on the World Map anywhere. | | | |

| Mystery Egg | BUY | SELL | Route 30 |
|---|---|---|---|
| TOGEPI Egg obtained from Mr. Pokemon. | | | |

| Old Rod | BUY | SELL | Route 32 |
|---|---|---|---|
| Use to catch MAGIKARP. | | | |

| Pass | BUY | SELL | Saffron City |
|---|---|---|---|
| Ticket for the Magnet Train. (Unlimited Rides) | | | |

| Pokédex | BUY | SELL | Route 30 |
|---|---|---|---|
| Digital Encyclopedia to help you learn about Pokémon! | | | |

| PokéGear | BUY | SELL | Mom at start of game |
|---|---|---|---|
| Allows you to use other key items. Pokédex, Phone, etc.. | | | |

| Radio Card | BUY | SELL | Goldenrod City Radio Tower |
|---|---|---|---|
| Allows you to listen to Johto radio stations. | | | |

| Rainbow Wing | BUY | SELL | Tin Tower After catching the Legendary Cats |
|---|---|---|---|
| Allows you to catch HO-OH in Tin Tower. | | | |

| Red Scale | BUY | SELL | Red Gyarados in Lake of Rage |
|---|---|---|---|
| Trade for EXP. Share item from Mr. Pokemon. | | | |

| S.S. Ticket | BUY | SELL | Professor Elm New Bark Town |
|---|---|---|---|
| Allows free passage on S.S. Aqua on days it travels. | | | |

| SecretPotion | BUY | SELL | Cianwood City |
|---|---|---|---|
| Cures Jasmine's sick Pokémon in Olivine Lighthouse. | | | |

| Silver Wing | BUY | SELL | Pewter City |
|---|---|---|---|
| Allows you to catch LUGIA in Whirl Islands. | | | |

| Squirtbottle | BUY | SELL | Goldenrod City |
|---|---|---|---|
| Use on tree in Route 36 to wake SUDOWOODO. | | | |

| Super Rod | BUY | SELL | Route 12 |
|---|---|---|---|
| Use to catch the rarest water Pokémon types. | | | |

| Unown Pokédex | BUY | SELL | Ruins of Alph after you catch at least 3 UNOWNs |
|---|---|---|---|
| Shows all the UNOWNs you have caught or seen, up to 26. | | | |

# ITEMS: BERRIES

| Berry | Routes 11, 29, 30, 38, 46, Bug Catching Contest, Wild Pokémon, Mystery Gift |
|---|---|
| Restores HP of Pokémon by 10. | |

| Berry Juice | Give SHUCKLE you received in trade at Cianwood a berry to hold |
|---|---|
| Restores HP of Pokémon by 20. | |

| Bitter Berry | Routes 1, 31, 43, Blackthorn City, Mystery Gift |
|---|---|
| Cures Confused status. | |

| Burnt Berry | Route 44, Fuschia City, Wild Pokémon, Mystery Gift |
|---|---|
| Cures Frozen status. | |

| Gold Berry | Mt. Moon, Bug Catching Contest, Trade from R/B/Y |
|---|---|
| Restores HP of Pokémon by 30. | |

| Ice Berry | Routes 26, 36, Pewter City, Wild Pokémon, Mystery Gift |
|---|---|
| Cures Burn status. | |

| Mint Berry | Route 39, Pewter City, Mystery Gift |
|---|---|
| Cures Sleep status. | |

| Miracleberry | Mystery Gift |
|---|---|
| Cures ALL status conditions. | |

| Mysteryberry | Routes 35, 45, Wild Pokémon |
|---|---|
| Restores PP of one move. | |

| Przcureberry | Routes 8, 46, Violet City, Mystery Gift |
|---|---|
| Cures Paralyzed status. | |

| Psncureberry | Routes 2, 30, 33, Wild Pokémon |
|---|---|
| Cures Poisoned status. | |

# ITEMS: APRICORNS

| | BUY | SELL | |
|---|---|---|---|
| BLK Apricorn | | ₽100 | Route 37 |
| Give to Kurt in Azalea Town for a Heavy Ball. | | | |
| BLU Apricorn | | ₽100 | Route 37 |
| Give to Kurt in Azalea Town for a Lure Ball. | | | |
| GRN Apricorn | | ₽100 | Route 42 |
| Give to Kurt in Azalea Town for a Friend Ball. | | | |
| PNK Apricorn | | ₽100 | Route 42 |
| Give to Kurt in Azalea Town for a Love Ball. | | | |
| RED Apricorn | | ₽100 | Route 37 |
| Give to Kurt in Azalea Town for a Level Ball | | | |
| WHT Apricorn | | ₽100 | Azalea Town |
| Give to Kurt in Azalea Town for a Fast Ball. | | | |
| YLW Apricorn | | ₽100 | Route 42 |
| Give to Kurt in Azalea Town for a Moon Ball. | | | |

# ITEMS: CAPTURE BALLS

| | BUY | SELL | |
|---|---|---|---|
| Fast Ball | | ₽75 | Give WHT Apricorn to Kurt in Azalea Town |
| A ball for catching fast Pokémon more easily. | | | |
| Friend Ball | | ₽75 | Give GRN Apricorn to Kurt in Azalea Town |
| Pokémon caught with this ball start with a higher tame level. | | | |
| Great Ball | ₽600 | ₽300 | PokéMart, Find, Mystery Gift |
| A little better at catching Pokémon than a Poke'Ball. | | | |
| Heavy Ball | | ₽75 | Give BLK Apricorn to Kurt in Azalea Town |
| A ball for catching heavy Pokémon more easily. | | | |
| Level Ball | | ₽75 | Give RED Apricorn to Kurt in Azalea Town |
| A ball for catching Pokémon lower level than yours more easily. | | | |
| Love Ball | | ₽75 | Give PNK Apricorn to Kurt in Azalea Town |
| A ball for catching Pokémon the opposite gender of yours more easily. | | | |
| Lure Ball | | ₽75 | Give BLU Apricorn to Kurt in Azalea Town |
| A ball for catching Pokémon hooked by a Fishing Rod more easily. | | | |
| Master Ball | | ₽0 | Professor Elm, Goldenrod Radio Tower Sweepstakes |
| The best ball. It never misses. | | | |
| Moon Ball | | ₽75 | Give YLW Apricorn to Kurt in Azalea Town |
| A ball for catching Pokémon who evolve with a Moon Stone more easily. | | | |
| Park Ball | | | National Park Bug Catching Contest |
| Required ball for the Bug Catching Contest. (Not Very Effective) | | | |
| Poké Ball | ₽200 | ₽100 | New Bark Town, Poke Mart, Find |
| The basic capture ball. | | | |
| Ultra Ball | ₽1200 | ₽600 | Poke Mart, Find |
| The best capture ball you can purchase. (Very Effective) | | | |

# ITEMS: MAIL

| | BUY | SELL | |
|---|---|---|---|
| Eon Mail | | ₽25 | Mystery Gift |
| Trade with a Pokémon to send message with image of EEVEE. | | | |
| Flower Mail | ₽50 | ₽25 | Poke Mart |
| Trade with a Pokémon to send message with image of Flowers. | | | |
| LiteBlue Mail | ₽50 | ₽25 | Vermillion City |
| Trade with a Pokémon to send message with image of DRATINI. | | | |
| Lovely Mail | ₽50 | ₽25 | Celadon City |
| Trade with a Pokémon to send message with image of Hearts. | | | |
| Morph Mail | | ₽25 | Mystery Gift |
| Trade with a Pokémon to send message with image of DITTO. | | | |
| Music Mail | | ₽25 | Mystery Gift |
| Trade with a Pokémon to send message with image of NATU. | | | |
| Portrait Mail | ₽50 | ₽25 | Mt. Moon |
| Trade with a Pokémon to send message with image of your Pokémon. | | | |
| Surf Mail | ₽50 | ₽25 | Celadon, Cerulean, Olivine |
| Trade with a Pokémon to send message with image of LAPRAS. | | | |

# Items: Room Decorations

### Beds

| | |
|---|---|
| Feathery Bed | Start of Game |
| Pink Bed | Mystery Gift |
| Polkadot Bed | Mystery Gift |

### Big Dolls

| | |
|---|---|
| Big Lapras | Mystery Gift |
| Big Onix | Mystery Gift |
| Big Snorlax | Mom buys for you when you have saved ₽100,000 with her |

### Carpets

| | |
|---|---|
| Blue Carpet | Mystery Gift |
| Green Carpet | Mystery Gift |
| Red Carpet | Mystery Gift |
| Yellow Carpet | Mystery Gift |

### Game Systems

| | |
|---|---|
| NES | Mystery Gift |
| Nintendo64 | Mystery Gift |
| Super NES | Mystery Gift |
| Virtual Boy | Mystery Gift |

### Ornaments

| | |
|---|---|
| Beedrill Doll | Mystery Gift |
| Bulbasaur Doll | Mystery Gift |
| Charmander Doll | Mom buys for you when you have saved ₽10,000 with her |
| Clefairy Doll | Mom buys for you when you have saved ₽30,000 with her |
| Diglett Doll | Mystery Gift |
| Gengar Doll | Mystery Gift |
| Geodude Doll | Mystery Gift |
| Gold Trophy | Trade DODODRIO you win from Pokemon Stadium |
| Grimer Doll | Mystery Gift |
| Jigglypuff Doll | Mystery Gift |
| Machop Doll | Mystery Gift |
| Magikarp Doll | Mystery Gift |
| Oddish Doll | Mystery Gift |
| Pikachu Doll | Mom buys for you when you have saved ₽50,000 with her |
| Poliwag Doll | Mystery Gift |
| Shellder Doll | Mystery Gift |
| Silver Trophy | Trade DODUO you win from Pokemon Stadium |
| Squirtle Doll | Mystery Gift |
| Staryu Doll | Mystery Gift |
| Surfing Pikachu Doll | Mystery Gift |
| Voltorb Doll | Mystery Gift |

### Plants

| | |
|---|---|
| Jumbo Plant | Mystery Gift |
| Magna Plant | Mystery Gift |
| Tropic Plant | Mystery Gift |

### Posters

| | |
|---|---|
| Clefairy Poster | Mystery Gift |
| Jigglypuff Poster | Mystery Gift |
| Pikachu Poster | Mystery Gift |
| Town Map | Start of Game |

# ITEMS: OTHER

| | BUY | SELL | |
|---|---|---|---|
| **Big Mushroom** | | ₽2500 | Wild Pokémon |
| A rare mushroom. High sell value. | | | |
| **Big Pearl** | ₽3500 | ₽1750 | Goldenrod Underground Rare Item Shop, Wild Pokémon |
| A beautiful pearl. High sell value. | | | |
| **Brick Piece** | | ₽25 | Trade Machop from R/B/Y |
| A rare chunk of brick. | | | |
| **Escape Rope** | ₽550 | ₽225 | Poke Mart, Find |
| Use to escape caves, etc. (Works like Dig out of battle) | | | |
| **Gold Leaf** | | ₽500 | Trading certain Pokémon from R/B/Y |
| A strange gold colored leaf. | | | |
| **Gorgeous Box** | | ₽5 | Trade Pokémon won from Pokemon Stadium Round 2 |
| Open it and see what's inside. | | | |
| **Max Repel** | ₽700 | ₽350 | Poke Mart, Mystery Gift |
| Repels Pokémon lower than yours for 250 steps. | | | |
| **Normal Box** | | ₽5 | Trade Amnesia Psyduck, Pokemon Stadium Pokémon |
| Open it and see what's inside. | | | |
| **Nugget** | ₽450 | ₽5000 | Goldenrod Underground Rare Item Shop, Find, Mystery Gift |
| Solid gold nugget. Best sell value! | | | |

| | BUY | SELL | |
|---|---|---|---|
| **Pearl** | ₽650 | ₽325 | Goldenrod Underground Rare Item Shop, Find, Mystery Gift |
| A beautiful pearl. Sells low. | | | |
| **Poké Doll** | ₽1000 | ₽500 | Goldenrod and Celadon Dept. Stores, Mt moon |
| Use to escape battle with wild Pokémon. (Works like Teleport in battle.) | | | |
| **Repel** | ₽350 | ₽175 | Poke Mart |
| Repels Pokémon lower than yours for 100 steps. | | | |
| **Silver Leaf** | | ₽500 | Trade certain Pokémon from R/B/Y |
| A strange silver colored leaf. | | | |
| **Slowpoketail** | ₽9800 | ₽4900 | Mahogany Town |
| Very tasty. High sell value. | | | |
| **Star Piece** | ₽4600 | ₽2300 | Goldenrod Underground Rare Item Shop, Wild Pokémon |
| A hunk of red gem. High sell value. | | | |
| **Stardust** | ₽900 | ₽450 | Goldenrod Underground Rare Item Shop, Wild Pokémon |
| Pretty red sand. | | | |
| **Super Repel** | ₽500 | ₽250 | Poke Mart, Mystery Gift |
| Repels Pokémon lower than yours for 200 steps. | | | |
| **Tinymushroom** | ₽500 | ₽250 | Mahogany Town, Wild Pokémon |
| An ordinary mushroom. | | | |

## SOME NOTES ON ITEMS

**Held** Most held items that boost a power do so by 10%. Some items only work for one specific character, like Metal Powder and Ditto, or Lucky Punch and Chansey. These are usually stronger than the regular boosts.

**Recovery** These items cure and heal Pokémon status conditions or injuries.

**Stat Enhance** These help your Pokémon reach its max potential. Stat boosts like HP UP and Carbos can add as much as +10 to every stat at Level 100. Up to 10 of each can be used on each Pokémon. Pokémon below Level 100 won't get the full +10 immediately, but will get the rest when they reach 100 later.

**Key Items** Most Key Items can be attached to your Select Button for quick use, like the Bicycle.

**Berries** Pokémon with Berries equipped will automatically use them if they need to. Berries grow back at their place of discovery every day.

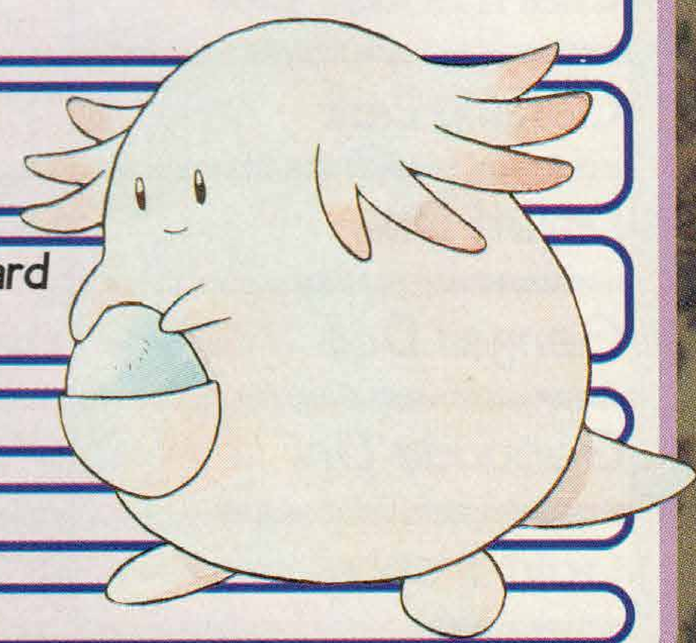
**Apricorns** Bring these to Kurt for powerful Balls. Like Berries, Apricorns also grow back once per day.

**Balls** Talk to Kurt to find the most helpful balls. Some Pokémon are hard to capture.

**Mail** Write a note to send with a Pokémon trade, or a reminder.

**Decorations** Make your room look "cool" with different items.

**Other** Most of these just sell for money, yet some have hidden uses.



# Mystery Gifts

Mystery Gift is a special feature you receive on the Game Boy Color systems when you reach the fifth floor of the Goldenrod City Department Store and speak to the little girl there. To use this feature, you and a friend must reset both games, point the IR Communication Port on top of the Game Boy Color systems at each other and simultaneously select the Mystery Gift option. (You can do this by yourself if you have two Game Boy Color systems and games with the Mystery Gift feature activated.) You'll both receive a random prize. These prizes come in two types -- Regular Items, and Room Decorations. Some of these Gifts, such as the Berry, are quite common; other items, such as the PP UP, are extremely rare and valuable, and this is the only way to get more evolution stones. You can use this feature up to five times per day, once with each of five different friends who also have the Game Boy Color systems and Mystery Gift feature.

## Regular Items:

| | | | | |
|---|---|---|---|---|
| Berry | Fire Stone | Magnifier | Morph Mail | Thunderstone |
| Bitter Berry | Gold Berry | Max Elixir | Music Mail | Water Stone |
| Burnt Berry | Great Ball | Max Ether | PP UP | X Accuracy |
| Dire Hit | Guard Spec. | Max Repel | Przcureberry | X Attack |
| Elixir | HP UP | Max Revive | Psncureberry | X Defend |
| Eon Mail | Ice Berry | Mint Berry | Revive | X Special |
| Ether | Leaf Stone | Miracleberry | Super Repel | |

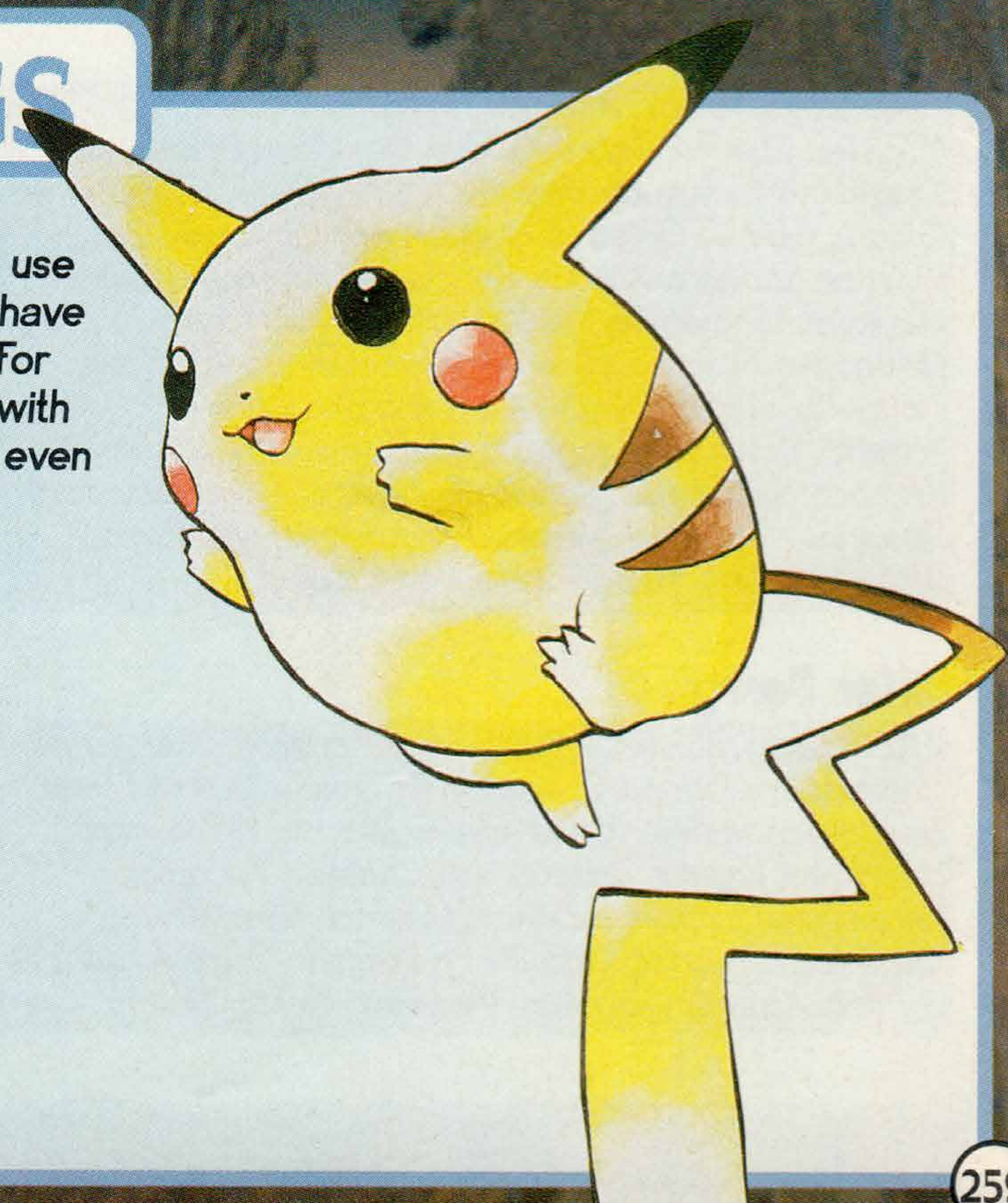
## Room Decorations:

| | | | | |
|---|---|---|---|---|
| Beedrill Doll | Gengar Doll | Machop Doll | Pink Bed | Super NES |
| Big Lapras | Geodude Doll | Magikarp Doll | Poliwag Doll | Surfing Pikachu Doll |
| Big Onix | Green Carpet | Magna Plant | Polkadot Bed | Tropic Plant |
| Blue Carpet | Grimer Doll | NES | Red Carpet | Virtual Boy |
| Bulbasaur Doll | Jigglypuff Doll | Nintendo64 | Shellder Doll | Voltorb Doll |
| Clefairy Doll | Jigglypuf Poster | Oddish Doll | Squirtle Doll | Yellow Carpet |
| Diglett Doll | Jumbo Plant | Pikachu Poster | Staryu Doll | |

# Pokémon Pikachu 2 GS

*Pokémon Pikachu 2 Gold & Silver Edition* is also compatible with the Mystery Gift option. The difference is that you can use *PP2GS* as many times as you want per day, as long as you have enough points. Each time the *PP2GS* shakes you get 1 step. For each 20 steps you get 1 Watt. You can also play minigames with Pikachu to accumulate even more Watts.

| Prize | Watts |
|---|---|
| Eon Mail | 0 - 99 |
| Berry | 100 - 199 |
| Bitter Berry | 200 - 299 |
| Great Ball | 300 - 399 |
| Max Repel | 400 - 499 |
| Ether | 500 - 599 |
| Miracleberry | 600 - 699 |
| Gold Berry | 700 - 799 |
| Elixir | 800 - 899 |
| Revive | 900 - 998 |
| Rare Candy | 999 |



# Wild Pokémon Items

Sometimes wild Pokémon already have items equipped when you come across them in your travels. There are two ways to grab those items. Either Capture the Pokémon, or use Thief (TM46) to steal it away in the course of battle. (Thief is much faster and easier than the Capture routine, quite obviously.) These items are the same as the others, sure: it's just that this is one more way to accumulate items more quickly... especially some of the really rare ones.

### Wild Pokémon and Their Items

| | |
|---|---|
| Beedrill | Poison Sting |
| Butterfree | Silver Powder |
| Chansey | Lucky Egg |
| Clefairy | Moon Stone |
| Clefairy | Mysteryberry |
| Cubone | Thick Club |
| Dodrio | Sharp Beak |
| Dragonair | Dragon Scale |
| Dratini | Dragon Scale |
| Farfetch'd | Stick |
| Fearow | Sharp Beak |
| Furret | Berry |
| Furret | Gold Berry |
| Geodude | Everstone |
| Graveler | Everstone |
| Grimer | Nugget |
| Growlithe | Burnt Berry |
| Ho-Oh | Sacred Ash |
| Horsea | Dragon Scale |
| Jynx | Ice Berry |
| Magmar | Burnt Berry |
| Magnemite | Metal Coat |
| Marowak | Thick Club |
| Miltank | MooMoo Milk |
| Misdreavous | Spell Tag |
| Mr. Mime | Mysteryberry |
| Muk | Nugget |
| Paras | Big Mushroom |
| Paras | Tinymushroom |
| Pikachu | Berry |
| Poliwhirl | King's Rock |
| Seadra | Dragon Scale |
| Sentret | Berry |
| Shellder | Big Pearl |
| Shellder | Pearl |
| Shuckle | Berry |
| Slowbro | King's Rock |
| Slowpoke | King's Rock |
| Sneasel | Quick Claw |
| Snorlax | Leftovers |
| Staryu | Star Piece |
| Staryu | Stardust |
| Vulpix* | Burnt Berry |

★ Vulpix can only be caught this way in *Pokémon Silver Version.*

# Traded Pokémon R/B/Y

Pokémon from *Red*, *Blue*, and *Yellow Versions* can have items attached to them when traded to *Gold*, *Silver*, and *Crystal*. This is also the only way to get certain items like TM9.

### Berry

Alakazam, Arbok, Arcanine, Bellsprout, Caterpie, Cloyster, Cubone, Diglett, Doduo, Drowzee, Ekans, Exeggcute, Exeggutor, Fearow, Gastly, Gengar, Geodude, Gloom, Golbat, Golem, Graveler, Grimer, Growlithe, Haunter, Kadabra, Kakuna, Koffing, Machamp, Machoke, Magikarp, Magnemite, Mankey, Meowth, Metapod, Nidoking, Nidoqueen, Nidorina, Nidorino, Ninetales, Oddish, Paras, Pidgeotto, Pidgey, Pikachu (*Red* and *Blue* versions), Poliwag, Poliwhirl, Poliwrath, Ponyta, Psyduck, Raticate, Rattata, Rhyhorn, Sandshrew, Sandslash, Seel, Shellder, Slowpoke, Spearow, Tentacool, Venonat, Victreebell, Vileplume, Voltorb, Vulpix, Weedle, Weepinbell, Zubat

### Bitter Berry

Aerodactyl, Blastoise, Bulbasaur, Charizard, Charmander, Charmeleon, Dodrio, Dragonair, Dragonite, Dratini, Eevee, Electabuzz, Farfetch'd, Flareon, Gyarados, Hitmonchan, Hitmonlee, Ivysaur, Jolteon, Jynx, Kabuto, Kabutops, Kangaskhan, Lapras, Lickitung, Magmar, Mew, Mr. Mime, Omanyte, Omastar, Onix, Pinsir, Porygon, Scyther, Squirtle, Tangela, Tauros, Vaporeon, Venusaur, Wartortle

### Brick Piece

Machop

### Bright Powder

Articuno, Mewtwo, Moltres, Zapdos

### Gold Berry

Dugtrio, Wigglytuff

### Gold Leaf

Dewgong, Golduck, Hypno, Marowak, Muk, Parasect, Primeape, Raichu, Rhydon, Seadra, Slowbro, Venomoth

### Gorgeous Box

Pokémon you won from Gym Leader's Castle (Round 2) in Pokémon Stadium.

### Leftovers

Snorlax

### Light Ball

Pikachu that Professor Oak gives to you in YELLOW version ONLY.

## Traded Pokémon R/B/Y (cont.)

### Lucky Punch
Chansey

### Metal Powder
Ditto

### Mysteryberry
Clefairy

### Normal Box
Amnesia Psyduck from Pokemon Stadium, or Pokémon you won from Gym Leader's Castle (Round 1) in Pokémon Stadium.

### Polkadot Bow
Jigglypuff

### Protein
Dragonair (Must be caught in the wild in *Yellow Version* ONLY.)

### Silver Leaf
Electrode, Kingler, Magneton, Rapidash, Seaking, Tentacruel, Weezing

### TM 09
Abra, Kadabra (Evolved from Abra in *Red* or *Blue*)

### TM 33
Goldeen, Horsea, Krabby, Staryu

### TM 13
Nidoran ♀, Nidoran ♂

### Twisted Spoon
Kadabra

## Itemfinder/Hidden Items

Some items are hidden in various places throughout the game. They appear in bushes, in trees, under rocks, and some even seem to hang in mid-air while remaining invisible. The Itemfinder you get in Ecruteak City will make an easier task out of finding them. Here's a list of Hidden Items and their respective locations.

### Antidote
Goldenrod Underground

### Berserk Gene
North of Cerulean

### Calcium
Route 13

### Carbos
Tin Tower 5F, Ice Cave B2

### Dire Hit
Route 28

### Elixir
Route 44, Dark Cave, Route 12

### Ether
Ilex Forest, Route 37, Burned Tower, Route 9

### Full Heal
Azalea Town, Ilex Forest, National Park, Team Rocket HQ B2, Champion Road, Vermilion City, Route 2

### Full Restore
Tin Tower 5F, Lake of Rage, Whirl Islands, Mt. Mortar, Route 2, Mt. Silver

### Great Ball
Route 32

### Hyper Potion
Violet City, Ecruteak City, Olivine City, Route 40, Mt. Mortar

### Ice Heal
Ice Cave

### Leftovers
Celadon City Restaurant Trash Can. (Itemfinder won't beep.)

### Max Elixir
Dragon's Den, Route 17

### Max Ether
Cianwood Isle, Whirl Islands, Route 17, Route 2

### Max Potion
Tin Tower 1F, Route 12, Lake of Rage, Ice Cave, Dragon's Den, Champion Road, Rock Tunnel

### Max Repel
Mt. Mortar

### Max Revive
Mt. Mortar, Digletts Cave

### Nugget
Route 39

### Parlyz Heal
Goldenrod Underground

### Potion
Route 30

### PP UP
Route 34, Route 45, Celadon City, Lake of Rage, Whirl Islands

### Revive
Cianwood Isle, Dragon's Den, Route 11, Route 2

### Super Potion
Route 32, Ilex Forest, Route 34, Goldenrod Underground

### Ultra Ball
Burned Tower, Whirl Islands, Route 4, Mt. Silver

### X Accuracy
Rock Tunnel

### X Defend
Rock Tunnel

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# Crystal Calendar of Events

Event Occurs | Event Does Not Occur

| | Sun. | Mon. | Tue. | Wed. | Thu. | Fri. | Sat. |
|---|---|---|---|---|---|---|---|
| Bug-Catching Contest held in National Park | | | ■ | | ■ | | ■ |
| Elder Brother is at Goldenrod Underground Pokémon Salon | | | ■ | | ■ | | ■ |
| Younger Brother is at Goldenrod Underground Pokémon Salon | ■ | | | ■ | | ■ | |
| Goldenrod Underground Pharmacy is Open | ■ | | | | | | ■ |
| Goldenrod Underground Trinket Shop is Open (morning only) | | ■ | | | | | |
| Lapras appears in Union Cave | | | | | | ■ | |
| Clefary dance at Mt. Moon (evening only) | | ■ | | | | | |
| Pokémon Music Radio Station plays Pokémon Lullaby | | ■ | | ■ | | ■ | |
| Pokémon Music Radio Station plays Pokémon March | ■ | | ■ | | ■ | | ■ |
| Lucky Number Radio Program picks new number | | | | | | ■ | |
| Once-a-Week Sibling: Sunny appears on Route 37 | ■ | | | | | | |
| Once-a-Week Sibling: Monica appears on Route 40 | | ■ | | | | | |
| Once-a-Week Sibling: Tuscany appears on Route 29 | | | ■ | | | | |
| Once-a-Week Sibling: Wesley appears at Lake of Rage | | | | ■ | | | |
| Once-a-Week Sibling: Arthur appears on Route 36 | | | | | ■ | | |
| Once-a-Week Sibling: Frieda appears on Route 32 | | | | | | ■ | |
| Once-a-Week Sibling: Santos appears in Blackthorn | | | | | | | ■ |
| S.S. Aqua departs from Olivine to Vermilion | | ■ | | | | ■ | |
| S.S. Aqua departs from Vermilion to Olivine | ■ | | | ■ | | | |
| Rival appears in Dragon's Den (after defeat at Mt. Moon) | | | ■ | | ■ | | |
| Rival appears in Indigo Plateau (after defeat at Mt. Moon) | | ■ | | ■ | | | |
| Move Tutor will teach you moves in Goldenrod City | | | | ■ | | | ■ |

# Combat Type Chart

***The key to a quick victory in any battle, whether against a computer opponent or one of your friends, is to use the right Pokémon type against your competitor. Refer to this chart frequently! Knowing how the types interact is the key to becoming a master Pokémon trainer.***

| | Normal | Fire | Water | Electric | Grass | Ice | Fighting | Poison | Ground | Flying | Pyshcic | Bug | Rock | Ghost | Dragon | Dark | Steel |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Normal** | | | | | | | | | | | | | Weak | Can't Hit | | | Weak |
| **Fire** | | Weak | Weak | | Strong | Strong | | | | | | Strong | Weak | | Weak | | Strong |
| **Water** | | Strong | Weak | | Weak | | | | Strong | | | | Strong | | Weak | | |
| **Electric** | | | Strong | Weak | Weak | | | | Can't Hit | Strong | | | | | Weak | | |
| **Grass** | | Weak | Strong | | Weak | | | Weak | Strong | Weak | | Weak | Strong | | Weak | | Weak |
| **Ice** | | Weak | Weak | | Strong | Weak | | | Strong | Strong | | | | | Strong | | Weak |
| **Fighting** | Strong | | | | | Strong | | Weak | | Weak | Weak | Weak | Strong | Can't Hit | | Strong | Strong |
| **Poison** | | | | | Strong | | | Weak | Weak | | | | Weak | Weak | | | Can't Hit |
| **Ground** | | Strong | | Strong | Weak | | | Strong | | Can't Hit | | Weak | Strong | | | | Strong |
| **Flying** | | | | Weak | Strong | | Strong | | | | | Strong | Weak | | | | Weak |
| **Psychic** | | | | | | | Strong | Strong | | | Weak | | | | | Can't Hit | Weak |
| **Bug** | | Weak | | | Strong | | Weak | Weak | | Weak | Strong | | | Weak | | Strong | Weak |
| **Rock** | | Strong | | | | Strong | Weak | | Weak | Strong | | Strong | | | | | Weak |
| **Ghost** | Can't Hit | | | | | | | | | | Strong | | | Strong | | Weak | Weak |
| **Dragon** | | | | | | | | | | | | | | | Strong | | Weak |
| **Dark** | | | | | | | Weak | | | | Strong | | | Strong | | Weak | Weak |
| **Steel** | | Weak | Weak | Weak | | Strong | | | | | | | Strong | | | | Weak |

*Attacking Type*

## Damage Modifiers:

**Strong** x 2 (Double damage)

**Weak** x 0.5 (Half damage)

**Can't Hit** x 0 (No damage)

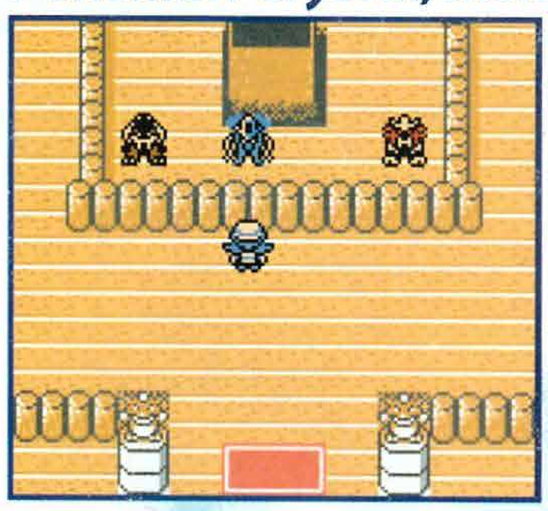
**Critical Hit** x 2 (Double damage)

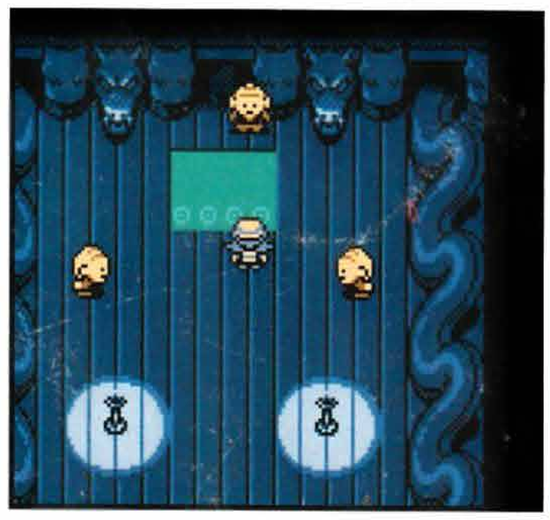
**Skill is same type as user*** x 1.5 (Plus 50% damage)

*If a Pokémon has two types, attacks get a 25% (x 1.25) bonus. Normal attacks do not get a same-type bonus.

# Detailed Maps and Walk-through!

*Our detailed walk-through covers every new feature and event in Pokémon Crystal, including new maps for every area, new trainer rosters, and new Crystal-exclusive secrets and strategies.*





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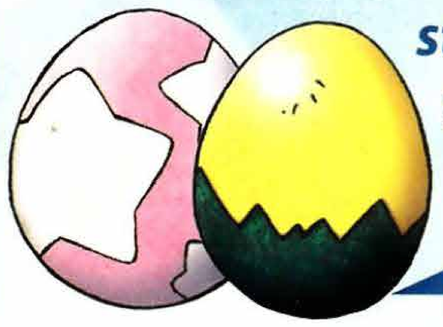
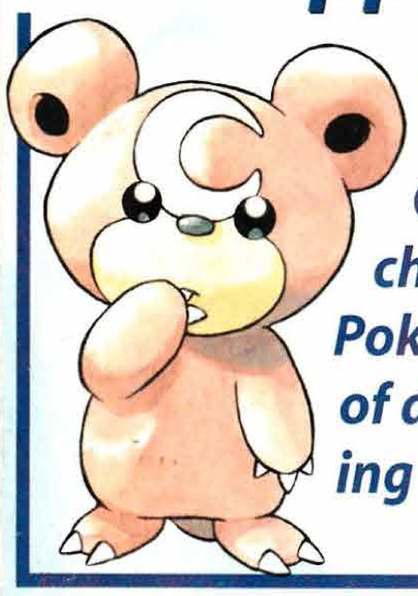


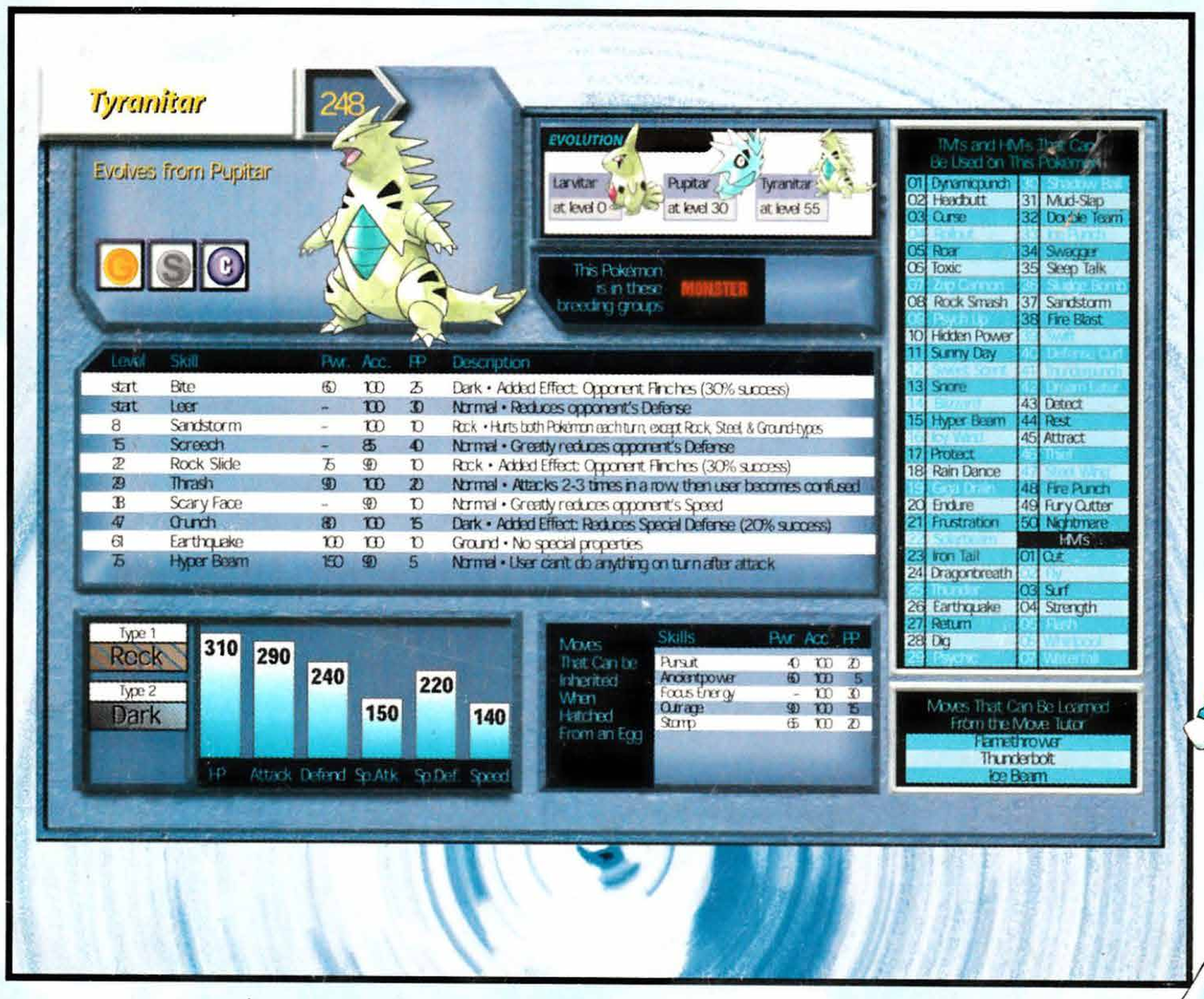
# Exact Appearance Ratios for Every Game Area!



*Everything you know about when and where to catch Pokémon has changed in Crystal. With our updated appearance charts you'll know at a glance which Pokémon appear in each area, at what times of day, and what the exact odds are of finding the one you want.*

| Dark Cave | Morning | Day | Night |
|---|---|---|---|
| Teddiursa | 4% | - | - |
| Geodude | 35% | 39% | 39% |
| Zubat | 60% | 60% | 60% |
| Dunsparce | 1%* | 1%* | 1%* |

*Numbers increase during swarms

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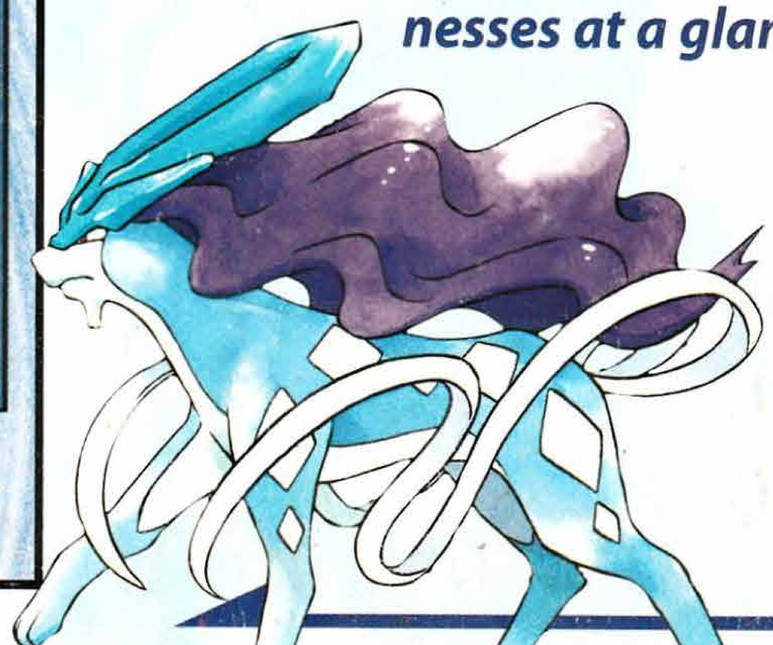
*Our all new 126-page PokéDex lists every attack, evolution, TM and HM, egg move, and breeding group for all 251 Pokémon. Use our exclusive stat charts to see each Pokémon's strengths and weaknesses at a glance.*



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